

DIPLOMACY WORLD



"I believe that solves the problem
of your German ally."

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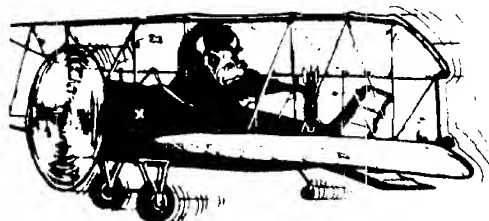
DIPLOMACY WORLD is a quarterly magazine dealing with Diplomacy (R)*, edited by C. F. von Metzke and published by Walter Buchanan. Editorial address: P.O. Box 626, San Diego, CA 92112, U.S.A. DIPLOMACY WORLD presents a broad overview of the postal Diplomacy hobby by publishing a wide variety of articles and information on all aspects of the field.

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BACKGROUND: The British-based National Games Club has been flourishing since 1973 on these lines, with over 200 Diplomacy games started to date. The North American club, an autonomous non-profit organization, linked to the NGC by joint membership in the IGC, will work to provide an equally good service to the North American hobby.

SERVICES: Diplomacy game openings, to be run in FOL SI FIE, a magazine with over 80 published issues. The game fee is \$2, plus 25¢ per turn (Canadian \$) plus a refundable \$1 deposit; dropouts forfeit this sum. Other openings are also available; contact Ralph Morton (address above) for details.

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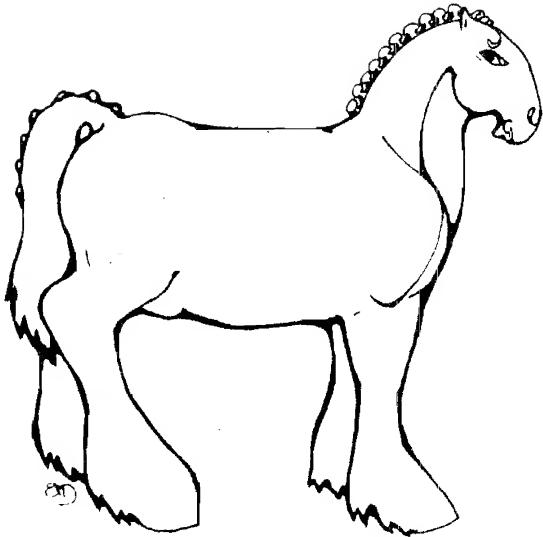
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THE HIGH HORSE

Our deepest thanks to all who replied to our Reader Response Form last issue. We're rather sad that so few replies - 28 - were received; this small a number means that the data obtained is only vaguely meaningful (a 4% sample is generally considered statistically useless), but we've nevertheless used it as best we could. This issue, the response form is presented as an insert sheet, eliminating the need to Xerox or to clip the issue. In this manner we hope to get better turnout. Please, readers, do us - and yourselves - the favor of replying. The data gleaned from these forms will be used to guide us in producing future issues; we hate to see a 4% minority rule, but if that's all we get to reply, then rule they shall.

Given the tiny number of replies, it seems wasteful to devote space to a detailed analysis of the results. But a few general comments are in order. Also, many of the letters in this issue's letter column (which, we may add, is unusually long this time; it will be kept far shorter in future) came as "additional comments" with these forms. You can judge for yourselves just how well the respondents and letter-writers reflect your own feelings.

The overall issue ratings came out as follows: Appearance, 7.5; Organization, 7.0; Content 7.0. Our interpretation: Good, but still needs work. As a goal, we'd like to see Appearance and Organization up around 9.0, and Content up to 8.0. (Actually, we'd love to see everything at 10.0, but we don't pretend to be in the Nadia Comaneci league.)

In the section on preference of subject

areas, two items got rather low marks: Hobby politics (3.4) and Ratings (4.5). Two items got middling marks: Regional Hobby News (5.4) and Variants (5.5). General Hobby News was at 6.2 and the rest above 7.0. This leads us to believe that in future we will pretty well eliminate politics from all but the letter and editorial pages; curtail rating systems sharply; and keep a watch on hobby news to be sure it's really news, not just filler. As to variants, this was the big surprise; the overall mark is most deceptive. This area alone among those listed garnered a huge number of low and high votes (1's and 10's), with very little middle ground. Because of this, we are going to withhold any decision on variant content expansion or reduction until the results of this issue's form (with a special question on the matter) are in.

That little group of "future ideas" items will be reported on in detail next issue. The Editor and Publisher are currently re-evaluating these things to see just what we feel we can handle; for instance, readers overwhelmingly endorsed bi-monthly issues, even at a price increase, but the production staff is having severe second thoughts about our ability to handle the time commitments. We'll let you know.

As to the individual article ratings, the items generally were given average-to-good marks (5.5 - 7.6); only one article fell below 5.0, and since we fully understand the reason for its ranking, we'll save embarrassment and keep the title a secret. Best-rated item was Tony Watson's analysis; too bad, Tony, that we weren't offering a prize!

The major thing we gained from the item-by-item ratings was that people generally consider the overall issue to be better than its individual components. Only three items got overall ratings above 7.0: TRUMPETS & HAUT-BOYS, NEED A GAME?, and Tony's analysis. (And only one other item - Mark Perch's AUSTRIAN GAME PERFORMANCE - garnered above 7.0 in any form, in this case in the 'information value' column.) This means a little more selectivity and careful editing of submissions is called for; naturally no article is ever going to get a 10.0 overall (since, no matter how good, no article can appeal to everyone), but our thought is that if three items can rise above 7.0, then most of them in any given issue can. So when you offer ratings in future surveys, be fairly cruel, please; make us work harder.

This issue will be a little unusual. The letters column is being given unusual prominence this once only, mainly to let you know that we are interested in your views; in future we will keep the column to 2-2½ pages. But please keep writing; even if we don't print 'em, we do read and learn from 'em.

THE KARMA LEAGUE

by ALLAN B. CALHAWAY

From the pages of 1901 and All That, until recently published by Mick Bullock of Yorkshire, U.K., we have received rumors of a large, well-organized cartel, or system of multi-game and game-long alliances.

The thing apparently began secretly, cover eventually being blown by one of the insiders. The basic common agreement seems to have been shrewdly limited, so as to permit the members a fair degree of freedom, including wars against each other, victory by combat rather than agreed draws and concessions, and so forth; while maintaining restrictions such as no stabbing of a fellow Karman, or no attack upon the home territory of a fellow Karman. The rules seem to have changed from time to time, possibly in some cases in response to outside criticism. As in the case of American cartels, opponents tend to regard the Karma League as stultifying and somewhat missing the point of the game, while defenders regard it as the smart way to play, and also a matter of personal preference for trustworthy allies, etc.

I first became aware of the Karma League when I received 1901.... No. 72, dated Nov. 19, 1976. A game had just been won by a Karman, and open debate over the institution appeared in the issue and in subsequent issues.

The winner, David Barnes, Russia, wrote, "The Treaty of Budapest" signed before S.01 by three players 90% sure that the others would not break the Treaty simply stated that the parties to the Treaty would not attack the homeland spaces of the other two. There was no agreement to a 3-way win, only an implied agreement to share the first three places insofar as the Treaty was gamelong. (I understand this is unusual for Karma League Treaties.)

"The Treaty was kept by all parties at all times. Perhaps mutual trust, or perhaps knowledge that a break of the Treaty would have brought instant retribution from the other two, whatever it was....So, it was virtually certain that we three would divide the first three places among us. I fail to understand what is wrong with that...."

We note that he makes no mention that the Treaty might have been enforced by dropping the violator from the Karma League, which League will appear in future games and probably was operating in other games at the same time. This fact seems to be the principal point of difference between the Karma League and any game-long 3-way alliance. Bullock breaks in to say, "Only that you're destroying the whole point of Diplomacy, which is a battle of wits (with a smattering of tactical skills thrown in) against six other players...." Bullock calls the game "tedious" and "the Bore War of the year" and continues, "The game was all but over when Turkey penned this immortal press release in Autumn '02!: 'The governments of Austria, Russia, Turkey hereby issue an ultimatum...that unless you concede victory to the alliance immediately, you will be eliminated before England (which was already in anarchy!)...Such a concession will secure for you at least equal fourth place...We already hold 18 centres between us.'"

This release reveals in passing that Turkey, at least, was quite willing to take a 3-way draw as early as 1902. Good idea, since he had by far the worst position if he kept the alliance, being heavily closed off by his two allies. Turkey kept to the convention and lost. The Turkish player, David Wheeler, however, defended the Karma League in his post-game statement: "Since it is written into the Karma League rules that allies shall be free to attack each other outside their homelands after the reduction of other powers, a decisive result is more likely than in games where there is no KL element. This was not a conceded win...Turkey would have been eliminated, but for the Karma League. I still think that 3 KL members will certainly beat the other 4 and that 2 KL members would probably beat the other 5. What fascinates me about Diplomacy is its similarity to real life."

John Piggott, in the same issue, doesn't think a fighting win is very likely among Karmans: "The KL object of a Diplomacy game isn't to win by getting 18 centres, but to 'win' by getting 10."

On the number of Karmans, Bullock says, "...Last time someone infiltrated the names were published...there were about 15 names on the list, but I think it was a couple of years or more ago."

Richard Sharp, also opposed to "the Karma League nonsense," says, "A player is one whose every decision is based on a single criterion: he wants to win...A cheat is one who enters a game with no intention of winning it, and whose moves are directed, deliberately, to some other purpose, such as obtaining a draw or allowing another player to win...Cheats should be banned. A moron is one whose moves are based on the keeping of treaties, irrespective of the results thereof...If I find myself in a game with David Wheeler, I shall naturally join the Karma League

with alacrity, this being the easiest way to neutralize him. Question: Will he refuse me membership on the grounds of my reputation and well known views?"

In reply, Bullock cautions, "KL membership does not preclude one from attacking other members, only from stabbing them (i.e. breaking a treaty). In the game just finished, the treaties between A, R & T were that none should attack the others' home centres. Doesn't leave Turkey much scope, does it? - a 'cheat' by your definition."

Jonathan Palfrey looks ahead rapidly and expects the thesis to generate its own anti-thesis: "They will become feared and so there will be an increasing tendency for non-Karmans to ally (and stay allied!) against them - so that, in effect, games including Karmans would become struggles between themselves and others. So the thing would become a kind of power struggle transcending the individual game, a fight for the survival of the Karma League as an effective force in British Diplomacy...Look on it as an extension of the game. A kind of trans-game Diplomacy, really." Bullock replies that they do not announce themselves until, perhaps, 1902, when they say, "We own 18 centres between us. Surrender now." He calls it a "cancerous growth" rather than an extension of the game. It is nowhere noted, however, that the 4 non-Karmans, say, in a game may well include perhaps one beginner and maybe one other who is not aware of the Karman problem. To stop the Karma League, these players must be educated to the entire problem before the end of 1902, by players who may not even know they have the KL on their hands in Winter '00.

Bullock, however, does raise for the very first time, to my knowledge, a question of games-master responsibility: "I begin to wonder how much it is my responsibility to the ordinary players, the newish ones especially, to protect the unsuspecting from cross-game alliances (i.e. esp. KL, but others too)...One player has played in only four 1901 games, but has arranged to have the same ally in all four...." He recognizes that there is no cut and dried method of classifying players so as to break up expected alliances by regulating entry into the game. He attempts a cross table to show alliances or clashes or play together (it is not clear) in each pair of players in his games, to form some objective basis for classification.

David Yule for the defense asks, "Is it reasonable to prefer trustworthy allies?"

In issue No. 74 of Jan. 7, 1977, David Wheeler contributes a "letter to the Karmans" which clarifies and seems to scale down their rules: "A government becomes Karman merely by publishing their adherence to the KL in the Press for the game concerned...There is only one rule: do not breach the terms of any agreement concluded with any other declared Karman. Pearl Harbours are NOT prohibited nor is the stabbing

of nithlings or non-Karmans, though both are deplored. It is not mandatory to form alliances with other Karmans if not advantageous to your country."

Jonathan Palfrey no longer likes the idea of bunching up against the Karman threat: "The method of non-Karmans ganging up on Karmans... is not a good or stable solution - the games where this occurred would be largely ruined, and doubtless much genuine hostility created. A better method, if the KL refuses to retire gracefully, would be for non-Karmans to refuse to play in games containing more than one Karman.

"It is of course necessary that Karmans be identified. A secret KL (or other gang - what's in a name?) must, I think, be regarded as unethical, though I come to this conclusion reluctantly; firstly because Dippy is supposed to be the game in which 'anything goes,' and secondly because calling it unethical isn't a complete solution to the problem."

Bullock replies with an interesting inversion of morals: "Perhaps then we must accept that 'anything goes' is too high an ideal; that we must lower our ideal to cater for ethics and the fabric." Hell of a universe in which 'anything goes' leads to unacceptable stultification!

Palfrey continues, "The idea of making Karma Diplomacy a variant strikes me as a very good one, and seems to provide a solution which should be satisfactory to all parties...People who wanted to try playing Diplomacy with binding agreements would be able to do so with improved security and without committing themselves to play that way in all their games."

Actually, a gamesmaster would be crazy to attempt to enforce agreements by rule, since he has no way of telling what the agreement actually was. Almost the only sensible approach would be to recommend that Karmans go into certain games and non-Karmans into others; then play them all as regular Diplomacy games. This approach obviously would not remove the Karman influence entirely from the other games, but it might cut it down. It is certainly possible that many Karmans would prefer to play in an all-Karman game, and many non-Karmans in an all-non-Karman game; the worst games are almost certainly those that have three or more Karmans together with non-Karmans, since the game is too heavily determined by the mere listing of players in Winter 1900.

In Issue No. 75, Feb. 4, 1977, David Yule writes again to argue, "The only really important factor is that all players be allowed to participate in the manner that THEY choose." In answer to J. Palfrey he says, quite unbelievably, "A secret KL is self-defeating." On the contrary, one of them had the game we've been discussing wrapped up by 1902. May all your self-defeats be so successful! "The object of the exercise is to be known as trustworthy," he

pronounces; then he makes the better point that "...Any 'trustworthy' alliance set up in opposition to a KL alliance, would simply be acknowledgement that the KL philosophy works...."

David Wheeler comes back to defend his play of Turkey: "I should like to know what you would have done on discovering that there was a prior pact between Russia and Austria, and had not heard at all from Italy. Turkey was lucky to survive, let alone get third place...."

Bullock is evidently the blunt type of Englishman, and he turns back with, "Lucky to get third place? Sometimes defeat is better than dishonour, which is, I'm afraid, all I would credit your play in this game with. How would I have played it? I know how I wouldn't have played it. I wouldn't have accepted 3rd place to a seemingly unbreakable A-R pre-Spring 1901 alliance, and stuck to it. I might have accepted it on the face, but I'd have done my damndest to have stirred up Germany and England (and Italy and France to the limit of my diplomatic ability) to the prospects of an A-R carve-up. And when that had failed, as it unfortunately would have done due to the apathy of the other players, I'd have made certain that I kicked one of them (A-R) in the crutch, if not both, before I went down fighting. But perhaps that's why I win games and you don't...."

David Wheeler continues with a further statement weakening the demands that the Karma League appears to place on its members: "I have never ganged up on non-Karmans. Some non-Karmans have been better allies to me than at least one ex-Karman. Actually I think there are now only two declared Karman governments in 1901... - and I am both of them! There is nothing to stop a player from being Karman in one game and non-Karman in another...."

"Nithling. In reply to a previously published query: this was an Anglo-Saxon word for a man who broke his word or told lies. To most Diplomacy players it is a term of approbation. To the Saxons it was a term of contempt...."

"At a mass meeting of the KL it was decided that it is not fair to describe all non-Karmans as nithlings. In the future the term would only be used of a government which had declared itself to be Karman in a particular game and then broke a concluded Treaty with another government who had also declared themselves to be Karman in the same game."

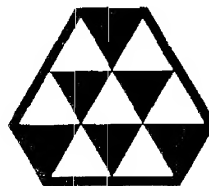
There are, of course, a lot of things which might be said about all this. The main lines of the argument apply also to combinations which I have called cartels, which exist in American Diplomacy; players will encounter the problem in greater or lesser force.

A few minor points: If the Anglo-Saxons played parlor games of the type in which a person is required to answer truthfully only under certain conditions, I doubt if they would have used a term of contempt to describe a player who lied

during play. Furthermore, since it seems to be within the KL rules for a Karman to lie to a non-Karman, yet not all of them are necessarily liars - they are just not members - it is certainly possible that Karmans have behaved as nithlings toward non-Karmans who were not nithlings.

Finally: If all 7 players refused to occupy each other's home supply centers, no country could possibly aggregate more than 16 supply centers. Since a win would be impossible under these conditions, it is obvious that such an agreement, treated as a rule of the League - it is not clear whether it ever was so, or was merely an agreement made under their rules - would be pointless in an all-Karman game; therefore it must be aimed at gaining an advantage against non-Karmans, and not at raising the level of play, or anything of that kind.

((If anyone reading these pages needs an introduction to Allan B. Calhamer, there is something seriously wrong. If not for him, this magazine would probably not exist in any form, or else would be devoted to some other silly hobby, like collecting aluminum cans.))



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AN ALTERNATIVE FOR THE SERIOUS
GAMING STUDENT OF DIPLOMACY

ARE YOU A MASTER DIPLOMATIST?

by NICKY PALMER

If writing for the readership of dedicated players which takes DIPLOMACY WORLD is like putting one's head into the mouth of a lion of dubious temper (as Mark Berch's savaging of the unfortunate Adam Gruen in the Spring issue demonstrates), then what kind of masochist would design a test of skill for them?

However, I can't help feeling it might be fun - what the hell, you can only get mauled once - so here goes:

I am not primarily interested in testing tactical skill, since most people acquire this naturally after a few games, and there is a fairly low 'ceiling': after a certain point, little further improvement is possible. Moreover, Diplomacy is not a tactical game, but a diplomatic game; I want to test your diplomatic savoir faire. Accordingly, let's take the starting position, with all options open and six opponents to reckon with, rather than a 1906 setup with fixed (perhaps!) alliances and only four players left.

You are AUSTRIA. The deadline is a short one, and you have been sick with a minor attack of paranoia and megalomania, so letters to you have been piling up, and you only have time for a swift reply to each before you order the moves. Stripped of the verbiage and the platitudes ("I think an alliance between us would be very profitable"), your mailbag reads as follows (all your opponents are experienced and capable players):

FROM ITALY: Frankly, I'm a bit depressed at getting stuck with Italy; in my previous games with her I've always ended up as the cheese in an East-West sandwich. I don't believe in idly taking Tunis and waiting for death, nor in the standard assault on Trieste. Originally, I intended to attack France, but I've been persuaded by a rather attractive proposition from him: he promises to support himself to Bur if I can get your permission to move to Tyr and take his Fall support to Munich! I find this attractive, since it will give me the option of further progress (Germany cannot defend effectively once Munich goes) or - more likely - a 2-front attack on France in 1902, with the return of Munich a

bribe for Germany to help. Is this OK with you? I'll move F Nap-Ion and A Rom-Apu. Would you consider supporting a convoy to Gre in the fall, in return for a support to Bul next year? Turkey is evidently gunning for you, though Russia is playing his cards close to his chest - "I am studying the situation closely," he tells me; most informative! (Dated 9-23)

Questions (you are advised to read the other letters before answering):

1. Do you think he intends to move: (a) to Tyr, (b) to Ion, (c) to Apu?
2. Is the move to Tyr okay with you?
3. Suppose you decided that the move to Tyr was a planned stab on you. Would you then think it best to write asking him not to move there (or would it be better to pretend to agree)?
4. If he moves as you request (to Tyr or not) with A Ven, would you feel disposed to support his convoy to Gre in the fall if you had an available unit?

FROM RUSSIA: I'm a bit pressed for time, as my wife has joined the Baader-Meinhof terrorists, and I'm engaged in round-the-clock negotiations with the police to get her free passage to South Yemen. However, Diplomacy comes first, and I've time to dash off a note to my immediate neighbours, though nobody else. I am particularly anxious to get in contact with you, since I've always felt the Austro-Russian alliance to be one of the strongest on the board: since Austria is usually uninterested in advancing north, and Russia has little advantage from a big southern drive, the spheres of influence fit well, with the possibility of joint action to mop up the infidel Turks. I'm willing to move to Bla and Ukr (I have a feeling Turkey is going to stand me out of Bla), if you'll allow me passage through Gal; this will reassure me as to your intentions, and more or less guarantee that I get Rum despite the Bla move. In return, I undertake to move to Rum from Gal, and to pursue a long-term alliance with you. Fair enough? (Dated 9-21)

Questions: You know the bit about his wife is true, having read it in Time.

5. Do you believe that he is sincere in wanting an alliance against Turkey, and in promising to move to Rum from Gal?

6. If you had information sufficient to satisfy you that he was not sincere, would you ask him not to move to Gal?

7. Do you tell him that you have indeed heard that Turkey is going to Bla?

FROM TURKEY: To be honest (always a dangerous phrase, eh?), I don't have any strong feelings, unlike our Russian colleague, about which alliances are best. But I'm open to encouraging offers! If, for instance, you'd be willing either to go to Rum and let me take Gre in Fall 01, or to go to Ser and support me to

Rum in Fall 01, then I'm willing on my side to move to Bul and Arm and start the great war against the Tsar. What I'm anxious to avoid is the Bul-plus-home-centres Turkish ghetto: so long as you're happy with my taking a second Balkan centre (I'll follow into Bul next year), that tips the scales to an Austrian alliance for me. (Dated 9-24)

Questions:

8. Do you believe that he is sincere in being willing to go against Russia if you give him the above assurances?

9. If you had information sufficient to satisfy you that he was sincere, then would you tell him where A Bud would go, and promise agreement as above?

10. If, conversely, you received information sufficient to satisfy you that he was lying, then would you pretend to agree to his terms anyway?

FROM GERMANY: I'm a supporter of Richard Sharp's "Anschluss" theory that the fates of Germany and Austria are closely linked, so I hope we can work in harness. Let me know if there is anything I can do to help on the first turn. In return, do you mind telling France that you've heard England is going to Eng, and vice-versa? This should help my negotiations immensely, and will no doubt turn out to be true once they read your warnings! At present, I'm leaning towards allying with France, which should also benefit you, as it will keep a counterweight to Italy. (Dated 9-26)

Questions:

11. Do you believe that he honestly wants an alliance?

12. Do you ask him to move anywhere in particular on the first turn? If not, why not?

13. Do you pass on the 'information' to France and England?

FROM ENGLAND: Just a note to establish relations; as we're not likely to have strong feelings about each other, maybe we can exchange some bits of information? People are unlikely to tell us the same lies! Unfortunately, I haven't much news from your part of the world at present: Russia has written to say that he's friendly, blah-blah, and has rejected a French offer of alliance against me and Germany, but he doesn't say what he is doing down south - he promises not to send A Mos north, but then he would say that, wouldn't he? Any information on this? Italy has indicated that he doesn't want to go against France. Nothing whatever from Turkey. Best of British luck, old chap! (Dated 9-25)

Questions:

14. Does the information exchange seem a good idea to you?

15. Do you think that Russia will move A

Mos south (if you have no opinion on the subject, answer 'no')?

16. Suppose you had an opinion on 15; would you pass it on to England?

FROM FRANCE: As we share two potentially nasty neighbours, but cannot hurt each other, I guess we have quite a strong common interest! Can we exchange information? Russia has offered me an alliance against Germany starting in 1902, unusually, so I may be throwing in my lot with England; Italy's given me the usual promises; Turkey has just sent an introductory note. (Dated 9-28)

Questions:

17. Do you agree that there is a strong common interest which will enable you to rely on each other's information more than usual?

18. Do you believe the information in this instance (a) wholly, (b) in part, (c) not at all?

And, last but far from least, 19. WHAT ARE YOUR ORDERS?

All the questions except 12, 18 and 19 are yes/no. Decide your answers, then check your score with the answers which follow, where you will find your diploming skill classified. Of course, the rating may be grossly unfair, if you have a very different idea of negotiating techniques - but, if it stimulates you to write an article for DW on how you think diploming should be carried out, then maybe Conrad will forgive me.

THE ANSWERS

A slithery bunch, are they not? Score the number of points shown for the correct reply, 0 points for the incorrect one. Diplomng being partly a question of style, the difference is greatest in those cases where a wrong answer shows a definite misunderstanding of the situation, and smallest where a reasonable case could be made for either reply.

1. (a) Yes 4 points. No point in telling you otherwise; he certainly won't want you to move to Tyr to stand him off and find yourself there when he goes somewhere else--this would leave you poised against Venice. It's clear that he wants to go there, and have you believe that it's so as to ally with France against Munich.

(b) Yes 3 points. Why not?

(c) Yes 2 points. There is a case for fearing that he'll go to Ven instead; however, it seems unlikely, as there would then have been no point in trying to persuade you that Ven-Tyr was non-hostile in intent. If he is hostile, he will evidently not show his hand until the Fall.

2. No 5 points. Hell, no! If he were really allied with France in the way he indi-

cates, then France, writing 5 days later, would almost certainly have mentioned it, since he would want your agreement as well. Quite clearly he hopes to catch you off-guard in the Fall. The two-front attack on France line is pretty thin, too: a single unit in Mun is not going to play a major role in any prospective war. His information on the intentions of Russia and Turkey is thus also suspect.

3. Yes 2 points. Best to ask him not to; this will perhaps deter his sneak-attack strategy, and you don't really want a war with Italy at this point. True, you could move to Ven and Tri, but you would only have an even chance of holding your gain against A Tyr and A Apu (with options of supporting to Ven or attacking Vie), while opening the back door to Russia.

4. No 2 points. You don't want an Italian army in Gre. It might be worth considering an offer of support for the fleet, though; this will tilt the likelihood of his 1902 moves toward an attack on Turkey.

5. No 5 points. All the evidence from the other letters suggests strongly that he is diplomating with everyone, wife or no wife. That's one lie. An experienced player is unlikely to have an overriding preference for one alliance over another. That's another lie, though a common one which might be just ordinary negotiating blah. Finally, on what does he base his 'feeling' about the Turkish player; has he been talking to him already (maybe on the 'phone?), in which case why doesn't he say so? Or is he just making this up too? A thoroughly implausible letter.

6. Yes 2 points. You'll have to move there yourself anyway, since it looks as though he's hostile, probably in league with Italy (they may both be trying the fall surprise attack); however, you'll be happier in Gal than in Vie, as it gives you leverage on Rum and a threat to War. The risk of offending a genuine ally seems small.

7. Yes 1 point. He won't necessarily believe you, but you might as well, to encourage him to move there to be on the safe side. On the other hand, there's a case for lulling his suspicions, if you think Turkey can get in. A pretty even choice, this.

8. Yes 5 points. You've got to trust someone, and Turkey seems fairly frank; it is particularly encouraging that he doesn't ask you to do one particular move in spring, since he will have to show his anti-Russian tendencies at once.

9. No 1 point. Promise agreement yes, but for security reasons it is probably unwise to tell him your plans exactly; some players automatically pass them on to the enemy! Score 2 points, however, if you decided on Yes because the deadline was too close for him to pass on your plans.

10. Yes 2 points. You might as well agree; you won't have to do it if you're right about his intentions, and there's always the chance

of influencing him to change his mind. Put real enthusiasm into it.

11. Yes 4 points. The only reasonable alternative to Germany being honest is that he's planning an immediate stab on you (since he's offered concrete help at once); this is extremely unlikely in good company, because it will (even if successful) create a thin German defence line vulnerable to three potential enemies (E, F & R).

12. 3 points if you ask him to move to Tyr, since you don't want Italy there; if you answered no to Question 3 with this in mind, score 2 (no more, since Germany might not do it; you're asking quite a lot) on that question as well. 2 points if you ask him to go to Sil or Pru; it'd be nice, but unwise for him - and you do not want to alienate him with unreasonable demands. 3 points if you nobly refrain from asking for help, instead warning him of the probable French threat - this will cement your alliance, and you may be glad of it later.

13. Yes 2 points. As he points out, it may become true, and it's not much to ask - you can always say later you were misinformed by some mutual enemy.

14. Yes 2 points. But don't believe everything he says, or tell him your most intimate secrets - he may have nothing against you, but he has an interest in which of his neighbours you strengthen or weaken by your actions.

15. Yes 4 points. Either Russia is telling you the truth, in which case he's probably going to Gal and Ukr, or he's lying, in which case he's probably also going to Gal and Ukr! If he were going north with A Mos, he would write a more non-committal letter to you.

16. Yes 4 points. Certainly. If Russia is hostile, as you suspect, you need English help against him, and you can well afford to give him a hand with this information.

17. No 2 points. On the contrary, he has a strong interest in making Italy (and Germany if possible) fear you more than him, and you have the converse interest.

18. (a) 3 points. This round of information does sound rather plausible: there is no reason why he should (unwisely) leak his possible anti-German tendencies to you if they are not genuine; moreover, the story of the Russian offer is an interesting echo of Russia's alleged statement to England that he has rejected an alliance with France (an unlikely story, since few players actively reject alliances, but quite likely to have occurred to Russia because of his own proposals to France).

19. (a) A Vie-Gal 5 points. You must keep out the Russians; if you have misjudged them, then if you are right about Turkey (and Russia's claim that Turkey is going to Bla is probably true if his fishy letter is otherwise on the level), an A Gal will be useful anyway.

(b) F Tri-Ven 3 points; F Tri-Alb 1 point. The former guards against the possibility

that Germany will not want to stand out Italy, even if you asked him to. If Italy stays in Ven, you can blandly say, "Just making sure." If he moves out into Tyr despite your request to the contrary, then he'll need to use Fall 1901 to expel you from Ven (or you'll get Ven in exchange for a possible loss of Vie or Tri - less likely); by ordering A Vie-Tyr (or threatening to do so, better!) you can ensure he sends his Tyr army back to Ven, rather than ordering A Tyr (s) Apu-Ven. Moving to Alb gives you leverage on Gre (the risk to Tri is probably slight; if he wanted to go there, he'd have tried to build your suspicions by claiming to be going against France), but arguably you don't want to commit yourself there this year - you won't get it yourself, and you don't really want to support anyone else there.

(c) A Bud-Rum 6 points. The risk of being stood out here and Turkey attacking Ser in the Fall seems acceptably small. This enables you to 'leave Gre to Turkey' with the hope that in fact Italy will try to go there, and leave a standoff (preventing Italian builds and stopping the Turkish spread west) without any blame attaching to you. A Bud-Ser 3 points is a reasonable alternative, but less well co-ordinated with a coherent diplomatic strategy. If you get into Gal as well, you will be usefully placed to press into Russia, or even double back into Ser (from Rum) and Rum (from Gal), if you anticipate Rum being free from attack.

SCORING - HOW DID YOU RATE?

60 points or over: Machiavelli reborn! Careful at interpreting small indications, meticulous and subtle in your diplomatic overtures, you have an excellent chance of success against any opposition.

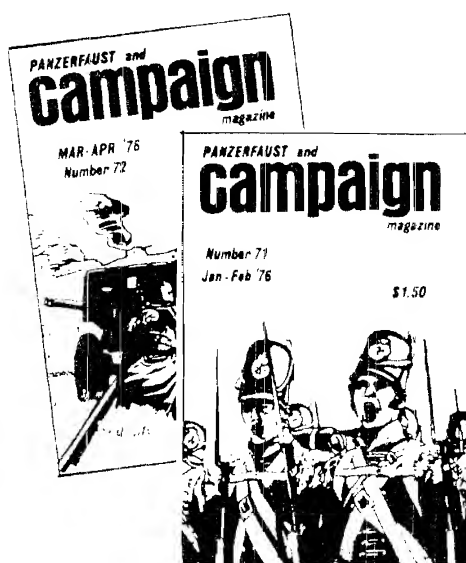
45-59: You are a strong player, but you could sharpen the edge of your diploming by deeper analysis and comparison of your opponents' letters and your own interests.

30-44. You are a competent player, but miss a good many undertones in the correspondence you receive.

15-29: Not so good; you are easily led astray by wicked enemies.

0-14: Have you ever thought about playing postal Ludo? (Connoisseurs of mechanistic opening theory will be enraged to note that one can get 100% on the opening moves and still end in this group!)

((Nicky Palmer is an Englishman who lives in Denmark. Formerly General Secretary of the International Games Club, he is the author of "Comprehensive Guide to Board Wargaming" (available from S.P.I. in the U.S.), the first book on the whole field, including Diplomacy; another of his Diplomacy problems appears there.))



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HOOSIER ARCHIVES DEMONSTRATION GAME NO. 7

THE YOUNG TURKS' GAME - 1977CL

REPRINTED FROM HOOSIER ARCHIVES 220-226

Winter 1902/Spring 1903

AUSTRIA: (W.O2: B A Vie.) A Vie-Boh, A Tyr S A Vie-Boh, A Tri-Ven,
(Boyer) A Ser S A Bul, A Bul S A Ser.
ENGLAND: F Nwy S RUSSIAN F Swe, F Nth-Ska, F Eng-Nth, F Mid-Eng.
(McLendon)
FRANCE: F Iri-Liv, A Bre H, A Bur-Mar, A Tus S AUSTRIAN A Tri-Ven,
(Schlickbernd) F Lyo-Tyr
GERMANY: (W.O2: B F Kie) A Bel S A Hol, A Hol S A Bel, F Kie-Hel,
(Behnen) F Den S F Kie-Hel, F Bal S F Den, A Mun-Sil.
ITALY: A Pie-Ven, F Tyr-Rom, A Alb-Apu, F Ion C A Alb-Apu, F Gre-Aeg.
(Mahler)
RUSSIA: (W.O2: B A War) F Swe S ENGLISH F Nth-Den (nso), A StP-Fin,
(Verheiden) A War-Sil, A Ukr-Mos, F Sev-Bla, A Rum-Sev.
TURKEY: (Au.O2: A Bul R Con. W.O2: R F Aeg) A Con-Bul, F Ank-Bla,
(McKeon) A arm-Sev.

Fall/Winter 1903

AUSTRIA: A Tyr-Mun, A Boh S A Tyr-Mun, A Ven-Tus, A Bul-Con, A Ser-Bul.
Owns: Bud, Tri, Vie, Bul, Ser, Mun (6). Builds A Vie.
ENGLAND: F Eng-Bre, F Nth-Den, F Ska S F Nth-Den, F Nwy-Nth. Owns:
Edi, Lon, Nwy, ~~Liv~~ (3). Removes F Nwy.
FRANCE: F Liv H, A Bre H, A Mar-Spa, A Tus-Rom (a), F Tyr S A Tus-Rom.
Owns: Bre, Mar, Par, Por, Spa, Liv (6). Builds A Par, F Mar.
GERMANY: A Bel S A Hol, A Hol S A Bel, F Hel S F Den, F Bal S F Den,
F Den S ENGLISH F Ska-Swe (nso), A Mun-Sil (/r/ Ber). Owns:
Ber, Kie, Bel, Hol, Den, ~~Mun~~ (5). Removes F Hel.
ITALY: A Pie S AUSTRIAN A Ven-Tus, F Rom S AUSTRIAN A Ven-Tus, A Apu
S F Rom, F Ion-Tun, F Aeg-Ion. Owns: Nap, Rom, Ven, Tun,
Gre (5). Constant.
RUSSIA: F Swe S ENGLISH F Nth-Den, A Fin S F Swe, A War-Sil, A Mos-Liv,
F Sev-Bla, A Rum-Sev. Owns: Mos, Sev, StP, War, Rum, Swe (6).
Constant.
TURKEY: A Con-Bul, F Ank-Bla, A Arm-Sev. Owns: Ank, Con, Smy (3).
Constant

Winter 1902 Builds

Center-wise, 1902 was not an extremely active year; the relatively few adjustments attest to this. Rather, this has been a year of shifting alliances, diplomatic give and take, as each of the seven groped through the turbulence in search of allies and enemies.

Mr. Boyer's diplomacy has certainly paid off; I was expecting him to follow the path of countless early-invaded Austrias before him and die a not-too-ingering death, but help at the right time from his neighbors allowed him to not only recover from a bad first year, but actually gain a center. This is especially interesting when one considers that Austria is usually a house of cards once a home center

falls.

The German build of fleet Kiel fits in well with his previous strategy. He can go against England or Russia (whichever is his desire) this time around.

Verheiden's build is no surprise; with St. Petersburg and Sevastopol both occupied, there was really no other place to go.

McKeon's removal shows he considers the rift between himself and Russia to be very serious indeed, and certainly this is reflected in his future moves. Reduced to three units, all within his own borders, his offensive options are extremely limited.

1903

Perhaps Behnen's policy of early belli-

Spring 1904

AUSTRIA: A Mun-Bur, A Boh-Mun, A Vie-Tyr, A Tus S FRENCH F Tyr-Rom (nso),
A Bul-Con, A Ser-Bul.
 ENGLAND: F Eng-Mid, F Nth-Eng, F Ska-Nth.
 FRANCE: F Liv-Nat, A Bre-Pic, A Par-Bur, F Mar-Lyo, A Spa-Mar, F Tyr-Tun (/r/ Wes).
 GERMANY: F Den-Swe, F Bal S F Den-Swe, A Ber-Sil, A Hol-Kie, A Bel-Ruh.
 ITALY: F Rom-Tyr, F Tun S F Rom-Tyr, F Ion S F Rom-Tyr, A Apu-Nap,
A Pie-Mar.
 RUSSIA: F Swe S ENGLISH F Nth-Den (nso), A Fin S F Swe, A Liv-Pru,
A War-Sil, F Sev-Bla, A Rum-Sev.
 TURKEY: A Con-Bul, F Ank-Bla, A Arm-Sev.

Fall/Winter 1904

AUSTRIA: A Mun S RUSSIAN A War-Sil, A Boh S A Mun, A Tyr S A Mun, A Tus S FRENCH F Lyo-Pie(nso), A Bul-Con, A Ser-Bul. Owns: Bud, Tri, Vie, Bul, Ser, Mun (6). Constant.
 ENGLAND: F Mid-Iri, F Nth-Bel, F Eng S F Nth-Bel. Owns: Edi, Lon, Nwy, Bel (4). Builds A Edi.
 FRANCE: F Nat-Cly, A Pic-Bre, A Par S A Pic-Bre, A Spa-Por, F Wes-Spa(sc), F Lyo-Mar. Owns: Bre, Mar, Par, Por, Spa, Liv (6). Constant.
 GERMANY: A Kie-Mun, A Ruh S A Kie-Mun, F Bal-Pru, A Ber S F Bal-Pru,
 (New player, F Den H. Owns: Ber, Kie, Hol, Den, ~~Bel~~ (4). Removes
 Russell Fox) A Ruh.
 ITALY: A Pie-Mar, F Tun-Wes, F Tyr S F Tun-Wes, A Nap-Rom, F Ion-Aeg.
 Owns: Nap, Rom, Ven, Tun, Gre (5). Constant.
 RUSSIA: F Swe S ENGLISH F Nth-Den(nso), A Fin S F Swe, A War-Sil, A Pru S A War-Sil(/r/d), F Sev-Bla, A Rum-Sev. Owns: Mos, Sev, StP, War, Rum, Swe (6). Builds F StP(sc).
 TURKEY: A Con-Bul, F Ank-Bla, A Arm-Sev. Owns: Ank, Con, Smy (3). Constant.

gerency has borne fruit: bitter and sour fruit. Though some wires were crossed, the English and Russians got together to stifle German ambition and holdings in the north. Razzle-dazzle can work for the Germans, but you mustn't dazzle them by a poke in the eye.

An enemy that crops up from a more unexpected corner is Boyer's move to Bohemia. As it is, Boyer has an unstoppable attack on the German army in Munich - the very same army whose timely intervention saved Boyer in 1901. (John, how do you sleep at night?)

The situation on the Italian peninsula is worth studying in some detail. Austria gains revenge for the early grab of Trieste and a powerful bargaining position in dealing with Italy. Mahler's position is a bit overextended at this point, and the Austrian incursion is certainly the last thing he needs. It is with the help of the French army in Tuscany (whose threat on Rome, incidentally, allows Schlickbernd's fleet into the Tyrrhenian) that Boyer now has a rather strong position. Boyer has by now gotten help from every country save Italy (his prime enemy at this point) and England (who's just a bit too far away).

Italy makes the wise decision of bringing

the army in Albania home, but I cannot see the immediate use of a fleet move to the Aegean unless a co-ordinated attack on Constantinople was in the offing.

Our last analysis left McLendon and Schlickbernd locked together with mutual throat holds. This spring finds England drawing back to assume an anti-German stance, while Schlickbernd, either unable to trust McLendon or faltering in the face of temptation, slips a navy into Liverpool's docks. The rest of his units follow an anti-Italian plan.

Fall focuses on Austria. Not only does he "back-door" the Germans as expected, he ends, or appears to end, his two and a half year war with Italy by moving out of Venice and allowing Mahler to retain the center. The maneuver pushes the French off their Tuscan toehold (pardon my alliteration), right into the drink. Exactly why is not clear, since Boyer certainly had the Italians over a barrel. Perhaps he had plans elsewhere and decided to end a war that was costly in effort. Perhaps he was interested in retaining a strong naval power in the Mediterranean to counter the French. From this standpoint it seems Mahler got the best of the deal; he makes peace with a victorious enemy while

losing nothing, and rids himself of a foreign army (French Tuscany) to boot. This all leads to the somewhat wild speculation that perhaps, just perhaps, Boyer and Mahler have been allied all along, their border war being nothing but a sham. In truth, there is really not much that has happened beforehand to support this, but this is a demonstration game, and bizarrely-conceived alliances are to be expected. Not being privy to correspondence, the outside observer may only speculate on the basis of the military information available to him.

Continuing a consolidation effort, Mahler brings his fleets to a more central location as well as saving Rome from the ill-fated French attack.

In the north, the English futilely butt their heads against Brest and (with Russian aid) Denmark. Behnen has not yet lost there, but his hedgehog style of interlocking supports belies the pressure he is under.

Winter adjustments are few. Boyer had all home centers open and chose an army in Vienna; a build in Trieste would have antagonized his new Italian ally. France builds another northern fleet; perhaps he intends to come right back with a naval campaign versus Italy?

The German removal shows that indeed his line is suffering. The hedgehog will snap if he is forced to continue supporting units.

McLendon is forced to remove one of his four fleets, none of which he can really spare at this point.

1904

Boyer grabs the spotlight again this spring by attempting to invade the French homeland and simultaneously support the French into Rome. Schlickbernd, however, will have none of it (Tuscany stings deep, perhaps?); he turns his back on the English attack to strengthen his southern positions. One must wonder about the diplomacy (if any) that was going on between Paris and Vienna. The wisdom of the French move to the North Atlantic with fleet Liverpool escapes me; it could certainly be put to better use elsewhere.

Italy gains a considerable upper hand in the Med., by pushing French fleets west of the critical Corsica-Sardinia line.

The Anglo-Russian attack is half-hearted at best since McLendon is more concerned with (once again) deploying against France.

All those Hungarians enjoying that good black beer must really bother Behnen, for he withdraws from the Low Countries in preparation for ousting the Austrians from Munich.

Fall gives us more to wonder about. Why is Boyer's army Tuscany supporting somewhat odd and speculative French moves into Italy when, with Tyrolia's help, Boyer could drive on Venice? And why is Mahler tolerating the presence of

the erratic Austrians so close to home? Perhaps then they are allied; but to what end?

Germany manages to lose Belgium to the English while failing to take back Munich. He does gain Prussia with his fleet (so what?). The Russians gain Silesia, and that is far more threatening.

The French standly decides to deal with things closer to home, and reacts completely to the dagger that fleet Mid-Atlantic represents. The Italians profit most from the withdrawal, crossing over to the Western Med. The move to Clyde sets up an attack on Edinburgh; if Schlickbernd had made the move himself in spring, he might be in that center by now.

Perhaps you think that I've ignored Turkey. Maybe I have, but then there is little to be said about his moves. He has used the same combination for four consecutive seasons (and I expect more to follow), and has been continually stymied by the same two Russian counters. Trenches can be boring places.

The period 1903-1904 should be one of contact and solidification. Towards the end of the period, allies should have been found and mutual goals set. In this game, the only enduring alliance has been the stalled and often confused England/Russia combine. England has never really decided if he wants to take on France, and Austria's dazzling stabs and counter-stabs reflect the fluidity and instability of this game so far.

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sooper france

by RICHARD NASH

Oh sooper, great, this is, quote, "the strongest Western country in existence," say SPI way back in 1973 or so. Absolute crap. (DW goes along with the same lines, by the way, but that 'zine knows little enough about strategy to begin with.) While France may appear to be the strongest - note those easy pickings of Spa and Por, with Bel as an outside chance - it is very deceptive. And woe betide anyone taking all 3 in 1901! For he cannot get any more if E/G/I are competent players.

Look at it this way, then. You get France in 1901 and, ignoring alliances for a minute, decide to take S/F/B for 6 units. Assume you get them. Where are you? Out on a limb. F Por and A Spa and A Bel - all totally useless. A Par still not in play, as are F Bre and F Mar (or A Mar, if you like). All your units are disconnected, and arrayed against you will be at least 5 German units and 4 English ones, with 4 Italian ones. So you are beat.

Now assume you had E as an ally. While he gleefully moves to Ska in '02 and gobbles up Den and Scandinavia, you try to get units to the German border and fail, with A Mun and A Ruh, etc., against you. And Italy stops you in the Med., moves to WMe from Tun, and you are lost. Even with G as an ally, the same result occurs. Where do you get any centres? England, naturally. And do you think Ger is going to risk his forces out there just for Edi while you take Lon and Lvp and stab him next go?

So where does it leave you? First of all, you can't take all 6 in '01 if you want to win. So whom do you go for? GERMANY. NEVER ENGLAND. (Unless Germany is a rotten player. And we are discussing good logical players here.) Why Germany? Because he is the strongest neighbour you have in the early years. Eng is weak until about '03, by which time Ger will be out of the way and you can take Eng out with confidence. If you go for Eng, Ger will get stronger assuming you have an alliance with him. He will tell you that you can have all the English centres and he will take Norway. That way he can devour you.

So Germany it is. Now what? Tactical gains in the short term are out. Strategic placing is in. So you move A Par-Bur (s) by A Mar, and F Bre-Pic. My God, I hear you say, Sacrificing the Iberian peninsula! Rubbish. Spa and Por are still there in '02 when your builds will be more useful. Your main aim is to get in on Ger fast.

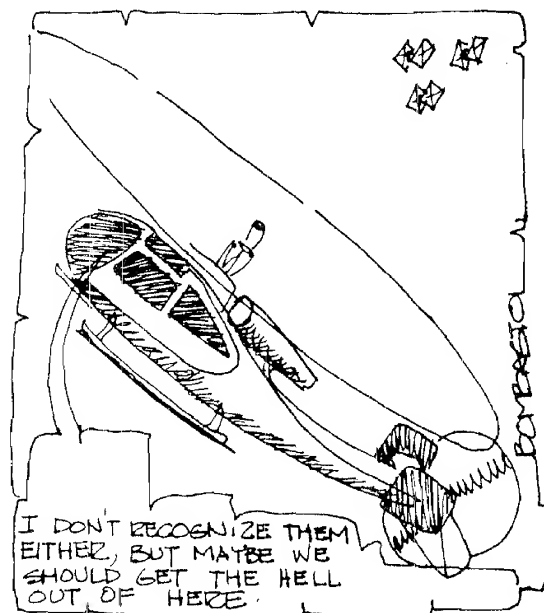
If he tries to stop you in Bur, then Bel will be free for F Pic to enter in the autumn. In that case you order A Bur-Mun to keep his army there. And if he moves out, you move in.

If he has moved to Ruh in the spring, then order as above and one of them will get in. In both cases you have established a toehold on his territory, and this can be exploited in '02. Build A Par and F Bre for 2 builds (A Mar takes Spa in '01), and if you get Mun for a third build then make it F Mar to protect against Italy.

In '02 onward, with Eng moving to Swe and Den, you are in a position to move into Ruh and Bur for an attempt on Mun which Germany cannot recover from. Then, when he is out of the game, and with your south secure, stab England by taking Lvp when he is away elsewhere. Don't forget that to win, France needs: F (6), G (5), E (3), I (4). No more. He needn't come into conflict with the other powers.

The strategy on first Germany, then England works wonders if your south is protected from Italy. By the time the other two have gone, you have 14 units for taking Italy out of the game - a task that should be easy. One other point about strategy in 1901: A possible alternative to the Mar-Spa move is to order it to Pie. I am against it for the reason that it antagonises Italy too early. While 3 builds makes France unplayable against competent opposition, 2 is the best possible in this strategy.

((Richard Nash lives in Northern Ireland and is a prolific contributor to the U.K. magazines, frequently espousing unusual and uncommon viewpoints. The present article is one of a series, and we intend to print them all; though fairly generalized and at times vague, we think it may start you thinking along out-of-the-ordinary lines.))



PLAY IT AGAIN!

INTRODUCTION by R.T. Correll

Since the publication of the last I.D.A. Players' Handbook in 1975, tactical and strategic articles have not enjoyed the interest they once did in the hobby. Many English players have been quite surprised at the emphasis North American 'zines placed up until recently on articles of a tactical and strategic nature, questioning whether a humorous side to our brand of the hobby really exists. Well, most North American players know full well that we've always had a good sense of humour when it came to Diplomacy, and I thought perhaps a little evidence would help put this rumour to rest. So, let's take a break from the usual fare and look at an interesting little piece which appeared in one of the early issues of John Gross and Calvin White's entertaining 'zine, Janus (Issue 8, page 7).

DO YOURS STAND ERECT?

(An article on unit posture and the psychological implications thereof, by John Gross)

When I first began playing Diplomacy face-to-face about two and a half years ago, I went out and bought the game and sat down with Kevin to figure out the rules. We had heard of the game only in vague terms, and thus knew no-one who could teach us the essentials. After a few days of screwing around, we had the basics covered, and figured we knew just about everything as far as the rules were concerned. We taught the game to our friends as we had learned it, and never ventured into any other already-established Diplomacy circles, mainly because we knew of none. When I first played face-to-face with "outsiders" last spring, I discovered a serious discrepancy which is startlingly not covered by the rulebook. We, in our group, had become accustomed to setting up the army units horizontally, that is, lying down. Imagine our shock when we were confronted by Cal and Mike, who had always played with theirs erect!

The subconscious rationale behind the decision of how to set up the army units is interesting to ponder. Supposedly, our horizontal positioning was implemented with the reasoning that an army should always be on balance; with a lower physical center of gravity, this certainly seemed to be the case. The others might have been influenced by the appearance of "lying down on the battlefield," thus signifying a surrender, or position of giving up without a fight. If

this is the case, their choice would have been made with the subconscious conviction that, by standing their units up on end, they were illustrating the sense of fortitude, stamina and courage depicted by the image of an army prepared to "stand up and face its opponent."

I understand, however, that most players do play with their armies lying down. A preliminary analysis of my own experience seems to indicate that it is the inferior players who place them erect; this perhaps reveals another reason for this phenomenon. The less successful players find that they cannot win with their armies reclined, so they stand them up on end, likely just as much to seek attention (they are the ones left out of moth marathon negotiating sessions, who wind up all alone standing in the corner) as to find a different approach leading them to victory. In my circle, the erect army status is reserved for units in civil disorder; co-incidentally, many of these inferior players quit when they're losing and leave their erect armies behind when they leave. It appears, then, that this type of player must be humoured; if a friend of yours resorts to this kind of action, don't try to correct his mistake - just go along with him, hiding within your inner knowledge the true reasons for his aberration.

((EDITOR'S NOTE: This reprint may or may not dispel anything for our English friends. Unfortunately, English game sets have little army pieces shaped like bullets, which means that they can only be stood one way. If you lay them on their sides, they roll off the board - which means that, using John Gross' yardstick, separating the good players from the poor ones in the United Kingdom is a good deal easier.))

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NEWS FROM BRIXTON

by PETE BIRKS

"Write an up-to-date news column," he says, "but get it in a month before publication. Hmmm. Simple. I just have to predict what is going to happen, and then write about it.

So, my dear American friends, by the time you read this the following will have happened: Nicky Palmer, that impresario of stage, screen, and the National Games Club, will have held a day-long convention at the National Liberal Club. Taking place on August 20th, Nicky is using the launching of his new book as a method of getting some new members of the hobby. Andy Davidson and Tim Roberts will have taken on people at Anonymous Diplomacy (don't ask me, I understand it even less than you do) while Nicky will have slaughtered 15 wargames opponents simultaneously. Well, at least that's what he says he'll do....

Also passed will be MidCon II, organised by the embryonic Dave Allen. This will be Britain's third annual national Diplomacy convention, the first two being DesConTent and MidCon I, and this one will be the furthest north, taking place in darkest Nottingham. Scheduled for Sept. 9-11, it's too late for anyone reading this to be able to go, but then again, anyone who would have wanted to would have known about it already, and have made grovelling pleas to his bank manager.

Sadder news, and perhaps printed for the first time in America, is that many of Britain's most prominent 'zines have announced decisions to fold, or just gone ahead and done it. 1901 and All That, Mick Bullock's 'zine, is going, as is Mad Policy, one of Britain's best-ever, and produced by one of Diplomacy's most likeable guys, Richard Walkerdine. Richard has also ceased to be Boardman Number Custodian, handing over the job to Mick Bullock, who is now producing a statistics 'zine called New Statsman. Quarterly or fifthly, it will cost around 30¢ an issue maximum. For details, write to Mick Bullock, 14 Nursery Ave., Halifax, West Yorks., HX3 5SE, U.K.

I have folded my own 'zine Greatest Hits as well, although I would not presume to place it in the category of the above two. Done more out of want of a rest than anything else, I never cease to wonder at the ability of some people to keep it up, month in, month out, over an incredible period of time. A settled lifestyle must help, of course. How many student publishers last longer than four years?

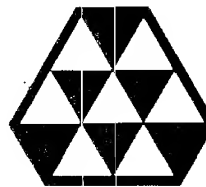
Another service that deserves mention for people wishing to play in British 'zines, with the concomitant cheapness in cost and gamefees, is the 'Zine Bank, run by Tim Roberts, 85 Elers Road, Ealing, London W.13, U.K. Just send him a large, self-addressed envelope, and enough in

International Reply Coupons (42¢ each at your post office) to cover the number of 'zines you require - four should be sufficient - and Time will send you a sample of British 'zines by return. They'll be surface, of course, so allow up to six weeks in the pre-Christmas period.

Controversies? Plenty, as usual, and seeming to get more and more backbiting every month. Perhaps the British hobby is moving towards the American one, with masses of people with no sense of humour taking themselves far too seriously over something that really doesn't matter a damn. Do you care who is President of IDA/NA? Will it affect your everyday life? Will you be able to sleep at night worrying about the fate of Lenard Lakofka? Read on next month for another boring episode. Thank Goodness there are still people like Conrad about.

Ah, news, yes, sorry about that. Roll Call, second edition, is now available from Pete Swanson, 6 Welford Place, Wimbledon, SW19 5AJ, U.K. Compiled by Walter Luc Haas and Pete, it is a listing of all the current 'zines available with information about their pricing.

((Pete Birks is our regular U.K. correspondent, and as one of the mainstays of Kingdom hobbying, knows whereof he writes. He might not class his late magazine with the top-ranking competitors, but I do, and - as America's foremost connoisseur of U.K. publications - I know whereof I write!))



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VARIANT INFORMATION

by ROBERT SACKS and RAYMOND E. HEUER

Variant Awards

Every year, in December or shortly thereafter, the Diplomacy Variant Commission elects, by proportional representation, a Variant Awards Panel of six members. (Whenever the panel falls below 6, it can fill vacancies by unanimous agreement.) This panel has until the following December to decide on a limited number of awards; after the first year, except for the General Contribution and Special award categories, the award must be given for accomplishments of the previous year (or discovered in the previous year). The Panel is administered by its Secretary, appointed by the Secretary of DVC from among the panel members, and conducts its discussions by mail, 'phone, and occasionally in person, after public solicitation of nominations. It requires the agreement of all six members to give a special award, a second award in any category, or an award to a member of the panel. It requires the agreement of any 4 members to give an award otherwise. After at least some discussion, any 3 members may close a category from (further) award.

This year the panel consisted of Robert Sacks (Secretary), Greg Costikyan, Ben Grossman, Raymond E. Heuer, David Schwartz, and Gil Neiger (the latter co-opted to fill the vacancy caused by non-acceptance by any elected sixth member). As can be noted, all of the members are New Yorkers (well, one lives in New Jersey), which means there is a distinct bias which can be detected by noting the geographical location of the 7 winners: Arizona 1, California 1.14, Alberta 1, Maine 1, Pennsylvania 1, New York and New Jersey 1.71. Clearly New York and New Jersey have re-

ceived nowhere near the recognition they deserve. I do want to emphasize that there was a public solicitation of nominations, but only one person not on the panel submitted any. For those of you who wish to submit nominations now for next year, send them to Robert Sacks, 4861 Broadway, Apt. 5-V, New York, NY 10034, who will forward them to the Variant Awards Secretary when he is named. If you are not satisfied with the awards selection or distribution, you can also apply to serve on next year's panel: Write Greg Costikyan, 1675 York Ave., New York, NY 10028.

The first Variant Awards List (1976 and before) follows. Where unanimous consent was required (and received), the winner is starred.

OUTSTANDING PUBLICATION FOR VARIANTS:

- * Slobinpolit Zhurnal, published by APA-SLOBOVIA - this was deemed to be an award to a member of the panel inasmuch as four of the seven APA-SLOBOVIA publishers were on the panel.

OUTSTANDING VARIANT GAMESMASTER:

John Leeder.

OUTSTANDING VARIANT DESIGN:

Grand Tournament Dip - Drew McGee

OUTSTANDING ARTICLE ON VARIANTS:

-no award-

GENERAL CONTRIBUTION TO VARIANTS:

- Dick Vedder (various activities)
- * Rod Walker and Burt Labelle (Youngstown II)

SPECIAL AWARD

- * Charles Sharp (former publisher of Slobinpolit Zhurnal)

VARIANT DESIGN

by LEWIS FULSTYMER

SUPERNOVA! is a science fiction gaming magazine printed by Flying Buffalo Inc. It is published irregularly (2 or 3 times a year), offset-printed, booklet format, and the latest issue was 20 pages long. Subscriptions are 5 issues for \$2. Issue #26 had news of sf games, survey results, notes about STELLAR CONQUEST from the designer, letters, book reviews, STARSHIP COMBAT variants, part one of a game MONSTER SLAYERS, chapter one of THE MCGONIGLE CHRONICLE, and ads from subscribers. To subscribe, send check or money order to Flying Buffalo Inc, Box 1467, Scottsdale, AZ 85252. Sample copy 50¢. We accept MasterCard! (To charge anything sold by Flying Buffalo, send us your MasterCard card number and expiration date.)

A bit of history: The present changeover of management of LW might be a good time to recapitulate the history of the magazine insofar as it has affected variants. Before LW existed, Walt Buchanan published a dittoed 'zine called Hoosier Archives, which still exists to carry the Demonstration Game. His purpose then was to collect copies of all Dippines ever published, hence the title. Articles from other 'zines were reprinted, with an occasional original contribution. When the circulation rose above 200, it became difficult to manage with a ditto machine, and this was one reason why Walt started DW. Up to that time only a few variants articles, by Rick Proctor, Dick Vedder and myself, had appeared in LW. Most variant activity was publicized in Don Miller's

'zines, and when he passed the Miller Number Custodianship on to me, in my Blood and Iron. Variants were not well known at the time; I daresay the majority of postal players knew virtually nothing about variants, though most had heard of the things. I tried, through B&I, to give variant fans a reliable and frequently-published source of information, but even if I could have circulated to 200-300 I wouldn't have been willing to make the effort. When I learned about DW, I immediately wrote Walt to suggest that the excellent photo-offset reproduction ability should be used to print variant maps in DW, and I volunteered to be the ~~xxxxx~~ person who collected the variants and prepared them for print. Faced with a ~~xxxx~~ volunteer willing to do all the work, Walt accepted.

Thus the first issue of DW included my Middle-Earth Diplomacy V, and some comments on designing variants. I found myself listed as "Variants Editor" though I hadn't thought about formal titles and such. At any rate, I decided that the information I'd been publishing in E&I would be more useful in DW, and so I began variant description, information and openings columns. All new variants were covered in the first column, all the news I could get in the second; unfortunately time lags were so great that I abandoned the openings column. Back then many of the variants were my own, of necessity. Twice I got unsolicited contributions from people I didn't know, but most of the time I had to dig variants out of friends and odd corners (and odd people). Walt always gave plenty of room to variants, but I was only one person and didn't get much help. At that time having five people write about variants in one issue of DW was an impossibility. Anyway, in Fall 1976 I came to London and gave up the information and description columns, which I couldn't very well do from here. John Leeder took over the function for one issue, then Conrad for one, and now Sacks and Heuer.

I wrote this partly because so many fans know nothing about what went before. Ken St. Andre, for example, was unaware of the tradition of variant description in DW because it lapsed before he became a reader. As for his other suggestions, I have written three articles specifically about designing variants, one not yet in print. These were: The intro in LW 1; a long article in the 1974 Diplomacy Handbook (IDA); and one that will be published later this year independently of DW. Dick Vedder also wrote an article about design, which appeared in DW 7.

CLINE 9-MAN VARIANT

by ROBERT B. CLINE

The Cline 9-Man Variant was originally designed in 1966 with the aim of "rounding the

board," i.e. giving a more circular aspect to a game which the designer felt was too rigid in its east-west polarization. Casting his-torical accuracy to the winds, he tacked two new powers onto the southern border, thus grossly expanding the Mediterranean theater and offering the southern powers many more options. The result is, of course, that all players have more options.

The game has been played rather extensively since its original publication, and the results of those games have caused a few changes. This is therefore the third version of the Cline 9-Man Variant, the changes being the work of Lewis Pulsipher, Conrad von Metzke, Harold Naus, Reg Forester and David Potter.

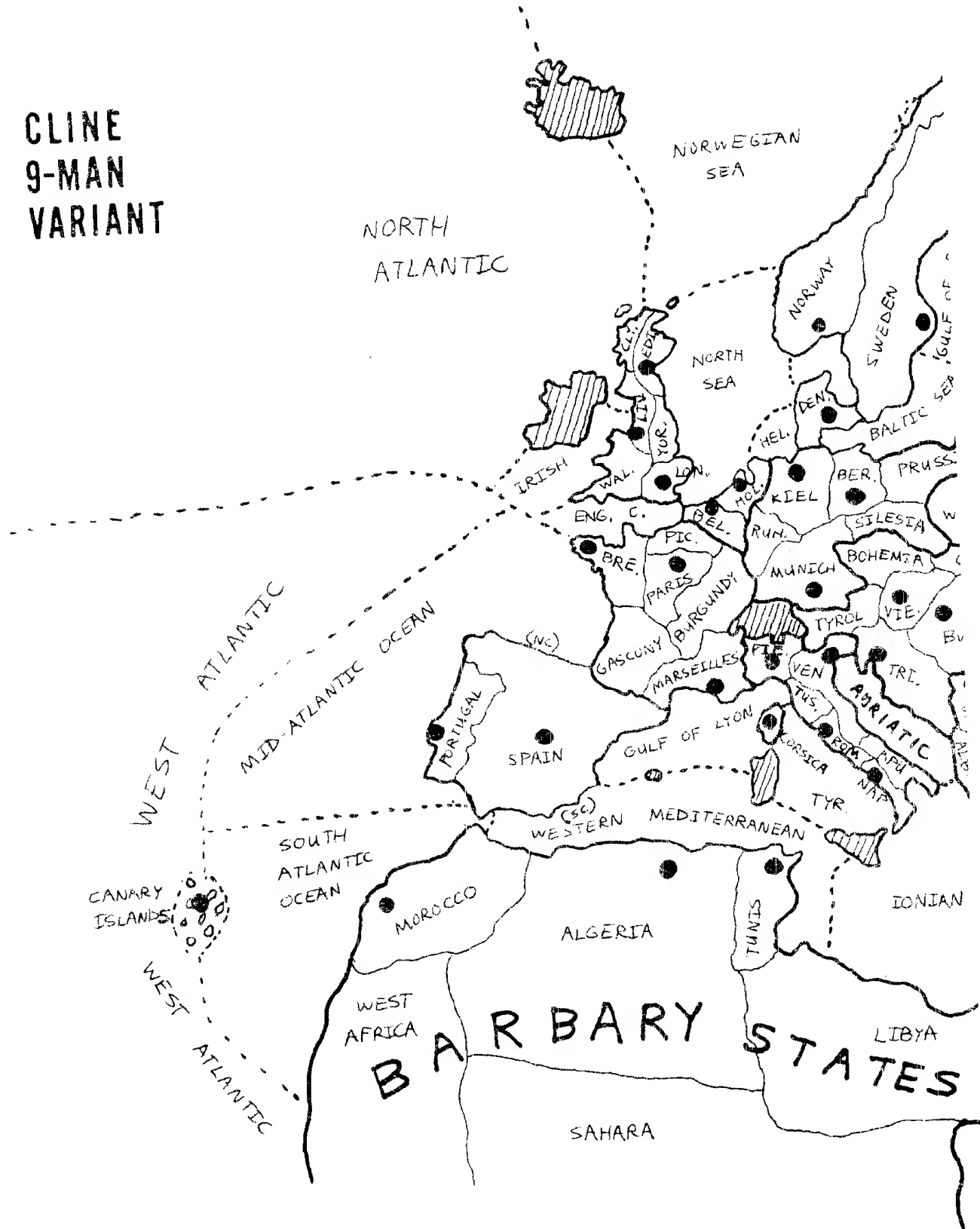
Robert B. Cline, the designer, hasn't been active in postal Diplomacy for many years. He now lives in Los Angeles, California, and still keeps in touch with DW's editor. On learning that we intended to publish his brainchild, his comments were: "At last, I've hit the big time! So, bring a copy of the magazine up and let's play a game!"

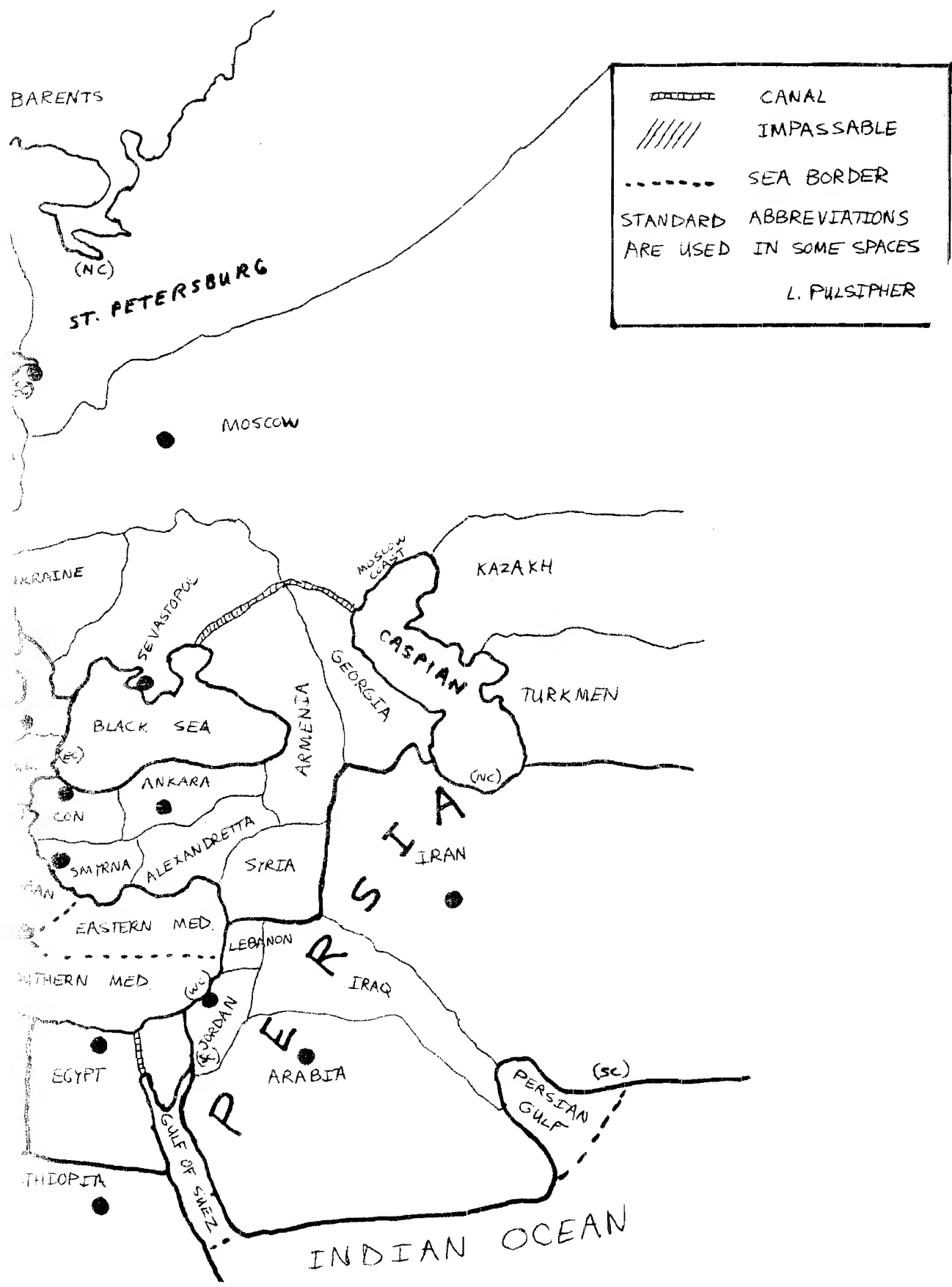
Because of the printing requirements of DIPLOMACY WORLD, the map as given is really too small to be practically useful. Persons who have an interest in face-to-face play of the variant are best advised to add a homemade extension onto the bottom of the standard game board, covering Turkey and Russia as needed to alter those areas.

The rules of the game are:

1. Unless otherwise indicated, the rules of standard Diplomacy apply.
2. In addition to the seven usual powers, the following are added:
 - A. BARBARY STATES. Begins with Fleet Tunis, Fleet Morocco, Army Algeria.
 - B. PERSIA. Begins with Fleet Jordan (West Coast), Army Arabia, Army Iran. (Note that Iran is double-coasted for fleets.)
3. Turkey begins with Army Constantinople, Fleet Ankara, Fleet Smyrna. The other six powers start as usual.
4. The following neutral supply centers are added: Piedmont, Corsica, Canary Islands, Ethiopia, Egypt and Crete. Thus the total of supply centers in this game is 45, and a majority for victory is 23. (Tunis is not a new center.) Note that the Canary Islands province acts as if it were a coastal land province.
5. Two special moves are legal in this game. They are:
 - A. Off-board around Africa. There is assumed to be an off-board province at the extreme south, Antarctic Sea. Fleets may move from West Atlantic to Antarctic Sea to Indian Ocean, or vice-versa. No other provinces may be used to round Africa, and no convoys are allowed via the route.
 - B. The Volga Canal. This creates the

CLINE
9-MAN
VARIANT





possibility of fleet action in the Caspian, which province does exist in this game. (Note therefore that Iran has a north coast, and fleets can be built in Moscow.) Fleets may move through the Canal, using the bordering land provinces as if they were coastal provinces. E.g., F Bla-Sev; F Sev-Mos; F Mos-Cas. Armies may freely cross over the top of the canal without impairment. Units may not move diagonally across the four-corner pattern set up by Moscow-Armenia-Sevastopol-Georgia. Armies may not be convoyed through the canal.

6. The Suez Canal divides Egypt into two segments, which nevertheless form a single province (as do Kiel and Constantinople).

7. Abbreviations of the newly-added provinces are the first three letters, except: Waf = West Africa; Wat = West Atlantic; Sat = South Atlantic; SME = South Mediterranean.

VARIANT DESCRIPTIONS

by DER GARVEY

Well! The Variant Descriptions column is back again, but, like everything else in DW, it is now under new management.

The format of the descriptions will be a bit different from what Lewis Pulsipher used to do. The description will begin with a list of the basic data on the game, as outlined below. This will be followed by the description of the game, including any comments on any interesting points or new ideas. Finally, at the end of each item will be found an at-a-glance appraisal of the game, under three headings: Balance, Clarity of Rules, and Overall Game Worth. Games will be rated under each of these headings from 1 to 10, and the rating will be displayed as a row of stars.

I want to make it quite clear that these ratings are all simply my opinions, and while I stand by them, I'm sure that there are people who would dispute them. However, I feel that some sort of an opinion, even if not universally agreed, is better than no opinion at all. At least it will help you separate the good from the bad, and this I feel is one of the main purposes of these descriptions. It cannot be denied that a lot of variants around the place are just crud, and the danger with these is that some unsuspecting novice will try one out, to "see what variants are like," and be turned off variants for good as a result. On the other hand there are some very good games which seem to slip into oblivion and never get played.

I would hope to concentrate on these two sorts of game in this column. I hope to warn you against some better-known games, which aren't in my opinion worth playing, and to remind you of some games which aren't played nearly enough.

The main problem I'm having at present is deciding just how long my commentaries should be. If they're too long, I can't fit enough reviews into the allotted space, and if they are too short, they become worthless. This issue will contain only a few commentaries (mainly because of the length of this introduction) but they are typical of the sort of thing I want to do. I figure I can fit about 5/6 into each issue, at present - 20/24 per year at DW's present schedule. Not too bad really. Comments are invited.

Most, if not all, of the games reviewed here are available from the World Variant Bank, Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland. Write for details. In future I hope to indicate any other sources for a particular game.

The basic data for each game will be laid out as follows:

Name of Game // Designer's Name // Number of Players // Miller Designator // Variant Number // Number of Supply Centres // Number of Areas (spaces).

1885 // Fred C. Davis, Jr. // 9 // ff // m22 // 45 7/100

Since its publication in 1973, this game has become very popular worldwide. The game is based in the same area as regular, though much extended, and introduces two new nations, Sweden and Spain. Obviously, these additions create entirely new situations. The addition of Spain robs France of her traditional builds there, and in addition gives her yet another enemy in the south.

To offset this, Spain is coaxed south by supply centres in Morocco and Portugal. Switzerland is made into a supply centre to give France an alternative target. France's chance of taking Belgium is also improved, since England has an alternative target in Ireland or Iceland (both of which become supply centres). These additions were also necessary to offset the loss of Norway as a traditional English build, since Norway becomes part of the Swedish Empire.

If I had to find fault with this game, though, it would have to be with Russia. In the north she loses her usual build in Sweden, and in the south the neutral supply centres in the Balkans have been reduced from 4 to 3. Added to this, Germany, Austria and Turkey have all grown to 4 units, but Russia hasn't grown at all. In fact, the only improvement in her position is the addition of a supply centre in Persia.

Russia has really been weakened too much by the changes, and I think should have been given some extra units to compensate.

Overall, however, this is a good game, and fully deserves its popularity, though a revision may be in order. Like all of Fred's games, this one uses his Army/Fleet rules.

RATINGS:

BALANCE = *****
CLARITY = *****
GAME WORTH= *****

((NOTE by the DW Editor: A new version of Fred's 1885, adjusting some of the problems mentioned by Der, has recently been issued and is known as 1885-II. In capsule form, it is: 1885-II // Fred G/ Davis, Jr. // 9 // ? // m34 // 45 // 101.))

THIRD AGE II.// Revised by Richard Sharp and
Duncan Morris, from TA I by Brian Libby // 6 //
13 // t13 // 46 // 139

This game, as its name suggests, is one of the great variety of variants based on the works of J.R.R. Tolkien. Centred in the Middle Earth of "Lord of the Rings," during the "Third Age" of the world, it suffers, like so many Tolkien variants, from serious game imbalance.

In an attempt to simulate the wars of the novels, Mordor is made far too strong, and can usually stomp over his opponents with ease. The other 5 players in the game are Umbar, Gondor, Rohan, Rhovanion and Eriador, and each of these starts with a double army and either 2 or 3 single armies. Mordor, on the other hand, has a triple army, 4 double armies and 4 single armies. This huge advantage is offset slightly by the fact that the Mordor armies are spread around the map, only the four most powerful being within the lands of Mordor, the others being in such strongholds of evil as Isengard and Moria. The imbalances are still far too make a fair game.

There are special rules governing the Ring and Minas Tirith, but unlike some other Tolkien games, there is no mention of Gandalf, or Aragorn, or the many other characters from the novels.

As a simulation of the events of the novels, this game falls way behind many of the others, but it is still played, probably because its name is better known.

Don't even consider playing this game unless you've read and enjoyed "Lord of the Rings," and even then remember that it is not a fair, balanced game, and should be played only for the fun of recreating the wars of the novels for yourself. Don't expect to win, unless you're lucky enough to be given Mordor.

RATINGS:

BALANCE = *
CLARITY = ****
GAME WORTH= **** (more perhaps if you're a
Tolkien fanatic)

SPECIALITY. // Richard J. Walkerdine // ? //
bb // m24 // as regular // as regular

The only real difference between this game and regular Diplomacy is that units are allowed to merge together to form double and treble armies, etc. Apart from this it is identical to regular.

The idea adds an interesting new dimension to the game. The possibility of stalemate lines developing is also reduced, since players can, if necessary, build up multiple armies and punch a hole in the line.

The rules are very clear and well thought out, so they cover every conceivable situation fully.

Overall this is a very good game, and for those who like a bit of variety, but aren't adventurous enough to try a new-board variant, this game is idea. Definitely worth a try.

RATINGS:

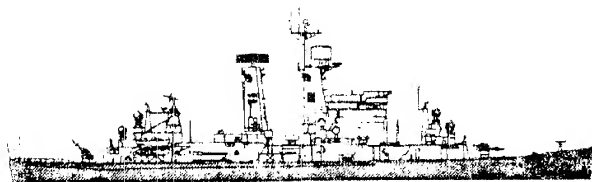
BALANCE = *****
CLARITY = *****
GAME WORTH= *****

((Der Garvey, who will be doing this column regularly, is, after Lew Pulsipher, probably the most knowledgeable and impressive variants buff in the hobby today. He lives in the Republic of Ireland, and is collecting his vast store of variant descriptions for eventual publication.))

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Odd mod V V

RATING LIST

by BLAIR CUSACK

The ODDMOD rating system was initiated by John Leeder of Calgary, Alberta, and was originally used as an "in-'zine" rating system. Mr. Leeder eventually incorporated all completed games and players as reported by the magazine Everything. Custodianship transfer of this rating system was accomplished in June 1977 to Mr. Blair Cusack, 1620 42d St. S.W., Calgary, Alberta, Canada T3C 1Z5, who is current Curator.

ODDMOD works on two basic systems: the Ratings Differential Adjustment, and the Basic Adjustment.

The BA awards every player in the game +50 points for defeating an opponent, and -50 points for losing to an opponent. The "loss" or "victory" is determined by supply center totals at the end of the game, or when the game ends for that particular player (i.e. he resigns, drops out, etc.).

For example, if player John Smith is eliminated from a game in 1904 (or resigns, etc.), his supply center total at "game end" (the end for John Smith, that is) is compared to that for all other players. For every player John has more centers than, he gains 50 points; for every player he has fewer centers than, he loses 50. If Smith wins the game, he gains 50 points from each of six players, for a total of 300. If he is eliminated first, he loses 300; if he comes in second, he gains 250 (50x5) for the players he defeated, and loses 50 (-50x1) for the player who defeated him. And so forth for other placings.

In case of ties, the formula is $\frac{+50}{n} \times (n-1)$

where 'n' is the number of players in the situation. If John ties one opponent, lost to four and defeated one, he would receive -125 points: 25 for the tie (insert 2 for n in the equation above), 50 for the one defeated, and -200 for the four lost to.

The Basic Adjustment (BA) thus compares a given player's country performance to all the other countries in the same game. In addition,

the Ratings Differential Adjustment (RDA) compares John Smith as a person to the other six players. John will receive 1/10 of the difference between his rating and the rating of each of his opponents.

All newcomers to the hobby receive +600 points to start on the list. If John Smith were a newcomer and played against another person with a rating of +930, and beat him, John would get 33 RDA points - 1/10 of the difference between 930 and 600. If John beat an opponent whose rating had fallen to +200, John would actually lose points - the difference between 600 and 200, calculated from John's point of view, is -400, and 1/10 of that is -40. Combining the BA and RDA for this particular 200-rated player, John gets -40 for RDA and +50 for BA; net gain, +10. For reasons that should be obvious, opponents rated at 500 points or more below you are not considered 'opponents' for purposes of calculation in this rating system; i.e., no negative ratings are allowed by the Curator, since no individual's rating is permitted to drop below zero. Of course, if the player ranked more than 500 below John should play against and defeat John, the calculations would be made and entered.

For ties, the RDA is calculated as for ties in the BA, with the limitation that you cannot gain more than 50 points from any opponent by participating in any draw with them. This limitation applies to the total of the BA and RDA; thus, depending on the BA in any given case, the maximum limitation for RDA may in fact be much lower than 50.

In the case of standby (replacement) players, their rating is based only on the number of seasons they have played. If John Smith enters a game after Fall 1904 and survives to game end in Fall 1910, he has played 12 seasons (Spring and Fall only are counted) of a total of 20 in the game. Accordingly, for this game John's BA and RDA would be calculated normally and then multiplied by the season fraction: $\frac{12}{20} = .60$

Starting players who are eliminated during the game (prior to the final year) nevertheless have a season fraction of 1.00; such players are responsible for all of their country's misfortune. Players who drop out are understood to be players of record from the moment they start playing to game's end. Players who resign have their totals figured at the time of resignation (as if the game had ended at that point) and then multiplied, when the game finally does end, by the season fraction - i.e. if you resign, you can only get credit for the portion of the game played; you resigned any further credit away. By the same token, if you resign and your BA/RDA total is a negative number, your season fraction is

always 1.00 - you are responsible for the losing situation you've left, and resigning won't help you in the ratings.

ODDMOD penalizes irresponsible dropouts, frowns on people who resign losing positions, and protects replacement players by giving rewards commensurate with their duration of play - but also prevents replacements from achieving huge 'windfall profits' from a lucky takeover of a good position. All in all, it is a very equitable rating system. It gives the "average player" a pat on the back for playing games to

the end and doing well at the same time. ODDMOD is not aimed at the cutthroat ratings fiend, but rather at "John Smith" who wants an accurate, honest assessment of his performance thus far to serve as an indicator for future endeavors.

The following International ODDMOD list of all players with scores in excess of the +600 starting point is complete through Issue 32 of Everything, plus game 1973FC, minus game 1974ED. Only players who have completed 5 or more games are listed.

1. Mick Bullock (U.K.)	1263.6
2. Mike Rocamora	1241.6
3. Harry Drews (Can.)	1208.6
4. Brenton Ver Floeg	1201.3
5. Robert Correll (Can.)	1185.8
6. Don Fitsch	1185.4
7. Ray Evans (U.K.)	1165.8
8. Randy Bytwerk	1147.8
9. John Boyer	1137.9
10. Peter Swanson (U.K.)	1135.7
11. Allan Ovens (U.K.)	1133.1
12. Joel Klein	1127.0
13. Lew Pulsipher	1120.0
14. Andy Davidson (U.K.)	1109.6
15. David Tutacko	1106.7
16. Steve Ball (Can.)	1092.1
17. Walt Buchanan	1090.5
18. Michel Jarraud (Eur.)	1088.3
19. Laurence Gillespie (Can.)	1065.0
20. Jeff Power	1062.1
21. John Stevens	1060.9
22. Randolph Smyth (Can.)	1059.3
23. John Fleming	1058.1
24. John McKeon	1056.6
25. Doug Ronson (Can.)	1055.7
26. Tony Ball (U.K.)	1052.3
27. Andrew Phillips	1038.2
28. John Leeder (Can.)	1036.0
29. Gary Peterson (Can.)	1025.1
30. R. Walkerdine (U.K.)	1019.4
31. David Forte	1007.5
32. Blair Cusack (Can.)	1001.1
33. Bill Drakert	979.8
34. Peter Cousins (U.K.)	971.2
35. Rick Brooks	955.6
36. Frank McIlvaine	954.8
37. James Fish	946.2
38. Stephen Hall	945.1
39. Peter Charlton (U.K.)	943.1
40. Doug Beyerlein	937.1
41. Andrew Waldie (U.K.)	935.5
42. Brian Johnston (Can.)	922.7
43. Ed Hollshwander	918.0
44. Bruce Schlickbernd	910.8
45. Richard Sykes (Eur.)	902.8
46. Richard Scott (U.K.)	902.0
47. Al Humphrey (U.K.)	884.9
48. Geoff Nuttall (U.K.)	992.1

49. Fred Winter	870.3
50. Richard Sharp (U.K.)	867.6
51. Herb Barents	867.3
52. Steve Plater (U.K.)	861.0
53. John Baker	855.5
54. Arnold Vagts	855.0
55. Dennis Goldston	853.3
56. Jerry Ripperda	852.9
57. Drew McGee	848.3
58. Wink Thompson (U.K.)	833.7
59. Len Scensny	831.7
60. David Johnson	802.8
61. Mark Zimmerman	801.0
62. Bruce Kindig	796.0
63. Eugene Prosnitz	790.9
64. Doug Nelson	787.3
65. John Carroll	785.7
66. Glyn Palmer (U.K.)	773.8
67. David Staples	769.3
68. William Osmanson	767.8
69. David Fujihara	765.5
70. Norman Nathan (U.K.)	765.1
71. Dick Douglas	761.8
72. Greg Greer	760.8
73. Bob Johnson	754.9
74. Robert B. Lipton	746.2
75. Roy Thomas (Can.)	741.4
76. Ron Gorski	741.0
77. Howell Davies (U.K.)	738.5
78. Lowell White	734.9
79. Gus Ferguson (U.K.)	717.0
80. David Ayres	701.8
81. Dave Davies	689.1
82. Steve Nozik	684.2
83. Walter Blank	681.7
84. Richard Kovalcik	681.4
85. Tom Eller	681.2
86. Jim Roberts (U.K.)	667.5
87. Tom Berenot	666.8
88. Steve Doubleday (U.K.)	657.8
89. Elliot Lipson	643.4
90. Gene Giltner	630.5
91. Eric Verheiden	626.6
92. Margaret Gemignani	620.8
93. Brad Payne	617.0
94. Matt Diller	615.0
95. Terry Knowles (Can.)	608.8
96. Hal Norman	604.4

DIPLOMACY'S FIRST BOOK:

"THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY"

TWO REVIEWS

PREFATORY NOTE BY THE EDITOR OF DIPLOMACY WORLD: The first book dealing with the play of Diplomacy, The Strategy and Tactics of Postal Diplomacy (hereinafter, S&TPD) has recently been privately published and offered for sale by its author, Lawrence W. Peery of San Diego, California. Advertisements for this book will appear elsewhere in this issue.

The book has already aroused some controversy, and DW's Editor felt it appropriate to offer reviews of the book, by competent people, presenting both sides of the controversy. Thus when one review arrived unsolicited, the Editor immediately commissioned the second in order to offer a balanced presentation.

The two reviewers, Arnold Vagts and Douglas Beyerlein, are eminently qualified to treat with the subject. Both are long-time players and both have achieved strong reputations as tactical and strategic experts. In addition, both are personally acquainted with Mr. Peery, and write not only from the vantage-point of having seen the finished volume, but also from having had extensive knowledge of the formulation and compilation of it. The fact that these two worthies disagree on the result does not mean that one is right and the other wrong; it merely acknowledges...well, but at this point let's let the gentlemen speak for themselves.

I. REVIEW by Arnold E. Vagts, Ph.D.

It took Lawrence William Peery ten years to write S&TPD, but it was worth waiting for. This review is divided into four sections: (1) Phys-

ical quality, (2) Organization, (3) Content, and (4) Summary.

1. PHYSICAL QUALITY: Good. The book was bound in a permanent plastic binder and offset-printed. The printing was occasionally light and slightly smeared (imprecise registration), but I'm told that this is true only for some of the early copies. There were a few strikeovers from typing errors which detracted from the professional quality, and the type was not justified. Thus, S&TPD does not compare favourably with professional books; however, it is a definite improvement over the usual amateur Diplomacy publication. Considering the financial constraints, "good" is perhaps low.

2. ORGANIZATION: Very Good. Since Larry wrote S&TPD to give the novice an appreciation of the complexity of play and an idea of how strategy is formulated, it does not contain the detail or comprehensiveness a true aficionado would expect. Thus, for example, the "Round" concept was kept simple. In Round One it is assumed that a specific country is eliminated; if any country but that one is eliminated, then all further rounds are meaningless since they are based on that first elimination. But, again given the purpose of S&TPD, this is not an important criticism. S&TPD is not the Diplomacy equivalent of Modern Chess Openings.

Those familiar with game trees will note that Larry has taken only one branch of the game tree, although that branch is complete. This organization, however, has made it difficult to steer a clear channel through the game maze. Larry has generally succeeded in this task, though I would question the particular path he selected in some cases (e.g., AUS). This may be of small consequence since Larry has selected common openings for all of his model games.

The model game idea works well. A bibliography, or at least a glossary, would have been helpful since there is no index, just a table of contents.

3. CONTENT: Excellent. This is where Larry excels; his analysis of the strategy is superb. Not that everyone will agree with everything he suggests; experts all have their own ideas on what is "best." Larry does have some problems resolving conflicts imposed by his primer orientation; it's evident he knows too much, i.e. he sees so many possibilities that, in my opinion, he occasionally gets sidetracked.

For example, in his analysis of AUS, Larry states that an AUS/RUS alliance against TUR is perhaps the best alliance AUS can make (pp. 28 and 32). However, since ITA is usually eliminated before TUR, Larry has listed the victim as ITA in Round One. But this can't happen if AUS and RUS immediately move against TUR as he suggests. Larry has pointed out that AUS best strategy is the Lepanto with ITA, so he hasn't selected the Round One victim based on AUS best

strategy, but rather on one that is more statistically probable. I think he should have chosen the best line (however he defines that) rather than the statistical one for the model game since he is trying to show what can happen if everything works out for the country under analysis. In other words, the model game for AUS does not contain his best strategy by Larry's own analysis.

Larry has given the impression that a player should get his allies to agree to attack someone during Round One. This is incorrect, of course, since those agreements should be made during the Opening so that attacks can commence in Round One. Negotiations must always precede the actions and be as early as possible.

The model game concept helped avoid getting bogged down in details. These games were reasonably played and not the products of a wild imagination, as has been the case with others.

Another good idea was the Map Folio (in the Preface), but it should have contained a map pointing out the two main spheres of influence which are so important in the opening. The Western Sphere (ENG-FRA-GER) is usually distinct from the Eastern Sphere (RUS-TUR-AUS) while the countries try to dominate their Sphere.

St. Petersburg should have been included in either the Critical Provinces Map or the Shatter Zone Map since it is essential for ENG to hold it to keep Scandinavia and to prevent RUS from building Northern fleets.

Mention should have been made of the impact on the game of types of players. In particular, that the "best" strategy for a player depends on his philosophy and how he values various game outcomes. The best strategy for a Win-Only player is obviously different from that for a Stop-The-Winner-At-All-Costs player. A few comments in each chapter would have been sufficient.

A one-page explanation of how the different countries have fared statistically (e.g., wins, draws, eliminations) would have been enlightening to the novice, and is available.

4. SUMMARY: It is obvious that considerable thought and work went into writing S&TPD, and that its author has considerable knowledge about Diplomacy. Even the page numbering system was well thought out (this is no joke). Most of the criticism of this review had to do with sins of omission, which could be corrected only by lengthening an already large volume (there are 376 pages). The writing has to stop sometime. S&TPD by Lawrence Peery is highly recommended to anyone seriously interested in Diplomacy.

II. REVIEW by Doug Beyerlein

If this were 1968 I could honestly say that Larry Peery's S&TPD accurately summarizes the state of the art of country openings in Diplo-

macy. But this is not 1968, and Larry's apparent refusal to acknowledge this fact, and most of what has happened since, shows. This is unfortunate - unfortunate not only because of the obvious time and expense lavished on this project, but also because with a little additional effort Peery could have put together a truly exceptional piece of work. How and why Larry aimed so high and yet totally missed the mark is worth examination.

Larry Peery entered the postal Diplomacy hobby in 1966 (the same year that I did) and at once found it to his liking. He was a good, competent player, but by no means great. His observations of serious strategic and tactical play came during this period of 1966-69. Players such as John Smythe and Charles Turner (both mentioned in S&TPD) were then establishing serious openings that worked. Larry is familiar with their and others' play of that era, but apparently that is about as far as his observations went. Starting in 1967 with his 'zine XENODOGIC, Larry quickly found that while he was a good player, he was a better publisher and organizer. This interest culminated in his key role in establishing the International Diplomacy Association in 1971. But somewhere along the way he failed to keep up with changes in country strategies that were reshaping the play of postal Diplomacy.

This failure to keep up is most obvious in the almost total lack of reference to the writings of Birsan, Lakofka, Calhamer, Verheiden, etc. Larry suggests in S&TPD that Austria open with an attack on Italy rather than concentrate on one of his eastern neighbors. In the same vein he aims Italy at Austria. The Lepanto Opening (Birsan, 1971) is dismissed in a single paragraph as being too advanced for the novice player. Yet that one opening has done more to promote the survival of both Italy and Austria (at Turkey's expense) than all of the other Italian and Austrian openings combined. Curiously enough, when I first reviewed Peery's section on Austria a couple of years back, I pointed out this deficiency and offered to help fill in such technical gaps. Larry's reply was that we (he and I) learned how to play without such things as the Lepanto, and if that was good enough for us, then it should be good enough for novices today. This is an interesting (and odd) learning theory, and one that doesn't require shelling out \$15.00 for Larry's S&TPD.

Larry's ideas (that is, the lack of others' ideas) unfortunately dominate the entire seven-part series. Calhamer's Wicked Witch Theory (get England and Turkey before they get you) is nowhere to be found. Peery suggests that Germany ignore the west (England and France), France go after Italy, Italy and Austria clash, and only Russia take on the wicked witches (England and Turkey) as the best strategy for each of these countries. And now you know why every-

one liked to play England and Turkey in the early days of the hobby.

Another item not mentioned in enough detail is the subject of stalemate lines. Various stalemate lines are available to the different countries when they are faced with an overwhelming opponent. But the task of discovering these stalemate lines is left to the reader. Stalemate lines may not have been important when Larry and I were learning this game ten years ago, but today, when just about half of the postal games end in draws, knowing how, where and when to set up a stalemate line could be the vital difference between participating in a draw or being just another loser.

No one of these omissions is by itself a reason for not recommending Larry Peery's S&TPD. But the combination of them, and Peery's apparent refusal to acknowledge that times have changed since 1968 (when he wrote most of the country opening material) makes me uneasy about recommending S&TPD to novices or more knowledgeable players. However, one thing must be said in Larry's defense: S&TPD is to date the largest and most complete collection of material available on country openings. Whether or not this makes it worth \$15.00 to a novice depends, I would think, on his financial situation and desperation for information.

Although I have some very strong doubts about the value of Peery's S&TPD, I have to admit that I like his Novice Seminar Program (NSP). NSP asks a number of questions regarding what the novice player wants out of Diplomacy, and how these objectives might be achieved. The question and answer format ("programmed instruction technique"), while sometimes rather formal and redundant, forces the novice to do some real thinking about the game and the requirements for success on the board. Another plus found in NSP is a lengthy bibliography of articles not written by Larry (something sorely needed in his S&TPD). NSP Part One is available for \$5.00 from Larry (address elsewhere in this issue). NSP Part Two, publication date this fall, covers "correspondence, propaganda and negotiations," and, as I have not seen it yet, that review will have to wait.

Summary: If nothing else can be said for Larry Peery, he is a prolific writer. A sample of Larry's work is a worthwhile acquisition, if for no other reason than to see what all of the noise is about. But ask for "Interim Mailing No. 2, Summer 1977" from Larry before putting out any money. That will give you a better idea of Larry's plans and publications. You can decide from there.

((Readers are also referred to the Letters to the Editor column in this issue for Tony Crouch's comments which briefly touch on this matter.))

WANTED: TO BUY OR BORROW

The following 'zines are missing from the Archives. U.K. items are listed separately at the bottom, as I'm having more difficulty acquiring them. I would prefer to get originals but will be happy to Xerox your copy if you wish to keep it. This will ensure keeping the Archives virtually complete. Write to Walter Buchanan, R.R. 3, Box 324, Lebanon, IN 46052.

Adanack 8; Aerlion 1, 3; Angbad 1-4; Attention 1, 46-7; Avanti 15-21; Baltic Gaffer 1-4, 6, 9; Baltic Sea 1-2, 8; Farfy Blue 2; Farad-Dur 1.5, 40.5; Foast 93; Bolverk 1, 3, 6; Brunus Edwardi 21; Buffalo Diplomacy 106, 169, 196; Bulletin 2; Calcutta Chronicle 1, 1-2; Carmilla 1, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; Cum Grano Salis 2; Demons' Home 1-2; Don't Knock the Rock 20; Eureka Stockade 9; Exponent 1, 5, 34; Fallavia 1; Fearful Symmetry 1-2, 18-19, 24; Flash 1; Fol Si Fie 71; Foreign Office Report 18; Fredonia 24-5; Gaming Record "I," "II," "III," 1, 3-5; Gassed 26; Greek-ly Weekly VIII-IX; IDA Games Information Bulletin 1; If I, 2; I'm God 2; Infamous 2; Johnus 1, 9; Kolwynia 2-3; Lebanon Gazette 33-35; Logenbeek 12-13; Mango 13, 18; Marsovia 13; Mesklin Memos 7-12; Mini-Rigot 1; Mosehoshoe 117; Moravian Dynasty 7; Mush 8; Mutant I, 1-3; Narsil 7; Norstrillia Notes 25, 27; Phrederick the Great 7; Polaska 1, 5, 8; Pragmatic Sanction (all); Ptarth 21; Rigot 24-28, 44; Rohan 1-2; Ruritania 8, 33; Skull and Crossbones 2-3, 5, 8; Spald Jr. 1, 2; Stormbringer 6-7; Sweetwater Canyon Daily Bugle 73; Thulcandra 24; Toorey Triennial Terrapin/Turtle/Tortoise 9; Voice of the North 26; Warmonger 3-4, 13; Watergate 4; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III 1; Zeppelin 30.

Avam 7; Ad Nauseam 20; Albatross 1-7; Bellicus 34; Bron Yr Aur 3 on; Bruce 13; Comet 20-29; Court Circular -1, 0, 1-5, 10, 13; Depth Charge 17, 19; Dolchstoss 50; Eclipsor 11 on; Fall of Eagles 1-6; Filibuster 1-11; Finishing Touch 21; Gallimanfery (all); Gods Themselves 1; Gummiballs II, 1, 19; Hannibal 17, 19-24; Hyperion 2 on; Japhidrew 5, 16, 22; Jigsaw 1-3, 12; Lemming Express 2-3, 17; Mistelmer 1-2, 5-6; Monthly Bureaucrat 1, 3, 7 on; Nitehawk 2, 4 on; Norms 13, 15; OJ 12-13; Our 'Enry 11, 13; Pendulum 6, 8 on; Polaris 3, 17; Puppet Theater News 20; Relief 12; Rhubovia 3; Sauce of the Nile 1-5; Shelob's Lair 3-5, 11, 13; TFBF 1; Parkus 7 on; This Is It (all); TUCA 0, 2-7; Ummagumma 2, 4, 7; Uriah's Heap 5; War Bulletin 61-65; Yggdarsil 8-15; Your Albert 1, 3-5; XL 14.

NEWS FROM THE **classical** BOARD

by MICHEL LIESNARD

Conventions Why? Conventions How?

Whether you admit it or not, and whatever might be said, Diplomacy fandom is a child of the older science-fiction one, and even those to whom the latter never appealed did not hesitate to borrow its habits, rituals and myths when they decided to play an active role within the former. Consequently, studying the evolution of Diplomacy fandom inside a given geographical and cultural whole can only be achieved through constant references to the development of science-fiction fandom within the same frame.

Over the past few years, the event most fraught with consequences with regard to science-fiction fandom of continental Europe (i.e. Europe without Britain), has undoubtedly been the 28th World Convention, held in Heidelberg in August 1970. So far, only some privileged Europeans had been able to attend one or several such World Cons, and those travellings had had but a confidential impact and limited range. 1970 is thus the year when, for the first time, a good many of us got the opportunity to mix with our Anglo-Saxon homologues and to discover their conception of what a convention should be.

To many Europeans, and especially to the French, deeply influenced by the upheaval in social values and cultural relations which characterized the end of the 'Sixties and culminated in Paris in the libertarian outburst of May 1968, the traditional folklore of the American-fashioned Cons, with their badges, fantasy costume competitions, parties, fellowships, private jokes and the like, seemed a radically futile, reactionary and intolerable attitude at that very moment when every literary and cultural attempt was urged to be defined in terms of political choice of society and philosophical commitment.

Moreover, frequent references, by the Anglo-Americans, to the pulp literature and Perry Rhodan-like heroes were to shock many Europeans one of whose main concerns was to prove that science-fiction is neither childish nor lacking in depth, but the spearhead of an

intellectual underground artistic movement aimed at those whom Marcuse considered as the should-be initiators and agents of a new revolutionary society.

Thirdly, the war in Vietnam had generated very strong anti-American feelings among the European youth and intellectual circles, and all that was coming from over the ocean and not clearly protesting against the aggression was more or less smacking of heresy. Of course, Poul Anderson's presence at the Con after his public declaration in favour of the American intervention was just to add fuel to the fire.

All this, plus a normal wish to meet more often, led the prominent European S-F fans in Heidelberg to decide to organise Conventions nearer to the continental spirit, the first being EuroCon I, held in Trieste in July 1972, with an official programme from which almost all folkloric and purely entertaining items were banned in favour of round-table conferences, panels and sessions of commissions charged to assign a place to science-fiction within the scope of broader economic, social and political struggles.

The second aim of this Convention (Congress would be more appropriate) was to promote science-fiction among the public in order to show the editors that publishing S-F was an unprofitable venture no longer, thus allowing new books to be translated or edited in greater numbers, and faster.

The first of these two goals was hardly achieved, mainly due to systematic obstruction on the part of the Hungarian and Rumanian delegates who did not feel like discussing political matters, but the second was a real success which led to the emergence of numerous new collections and an edition boom.

On the whole, a majority of the attendees was pleased with such a programme, although the British did regret the disappearance of the "fannish spirit" and the French the presence of vestiges of said spirit, even vituperating against a stamps show which had no political connotation.

And so was taken the habit of having very serious continental Conventions, so far from the average American ones as a formal action before the Supreme Court probably is from a trial by Roy Bean.

To come to the continental European conception of wargames Cons (Diplomacy alone would barely fill one room here), one may say it has followed a very similar evolution when compared with the Anglo-Saxon patterns, and indeed it often happens that British or Americans visiting us on such occasions feel a little puzzled.

As with science-fiction, the first international European Wargames Cons were organised by Anglo-Saxons, in this case soldiers of the allied forces in Germany. Living more or less

in isolation, with few or no contacts with the surrounding population and an umbilical cord right towards home, but being also deprived of partners because of the language barriers and their relatively small numbers, these wargamers are mainly interested in playing games, hence the fact that their meeting rooms are crowded with gaming tables and long queues of busy players. This does not seem bad to us, only insufficient and of minor interest.

On the contrary, what we cannot stand are those projections of war films and the broadcasting of martial hymns which corrupt too many of these Cons. Unfortunately, being soldiers before all, and defending a well-defined type of society, the organisers of these meetings are not prepared to accept that the attendees contrast their political credo, nor do they understand that, in countries where war does not only mean sending the boys abroad or standing against the blitz, but also suffering in your own pride from defeat and foreign occupation, from hunger, fear, tyranny and terror, you may not give yourself the pleasure of looking like a warmonger. And even the fact of having attending soldiers is already rather inhibiting: I can remember that article in LE SOIR (the largest Belgian daily, not a left-wing one) after the 1975 Con, in which the journalist wrote, "...They say they're pacifists, BUT one good half of them are U.S. soldiers from Germany...."

With such a defiance towards our hobby, not only from journalists but also from parents, teachers, officials and moral authorities, we must be at least more than cautious, and it is clear that polishing our public relations is of the greatest importance. From here, the Conventions being the only opportunities we have to meet with friends and partners from the other European countries, they should be (and are) devoted in priority to the survey of the situation of the hobby in order to find new ways of advertising it, emphasizing the GAME, not WAR. The fact that such takls usually occur around a restaurant table, thus giving our Anglo-Saxon friends the impression that we are only stressing FOOD, is just the consequence of the importance we grant to gastronomy in our civilization, and nothing more.

Coming back to advertising, one should realize that without a growing population of potential players, i.e. people who will not be afraid of us any longer, the importers, distributors, and retailers will never put the games we enjoy on the European market, forcing the hobby to be limited to some happy few who are able to read the English language and, more important, forcing us into a ghetto, surrounded with general disapprobation.

The Present Situation in Belgium

1. FANZINES: Five fanzines are published more or less regularly:

-AIDE DE CAMP, the Diplomacy and wargames magazine of the International Wargames Group, in English, monthly, by Douglas Mills, Jan Van Ruusbroecklaan 5, B-1980 Tervuren. 250 BF/year.

-GETTYSBURG, a wargaming magazine, in French and Dutch, biennial, by Joseph Vanden Borre, Rue du Bonheur 14, B-1070 Bruxelles. Issue 5 should include the Belgian-designed game "Three Bloody Days" (Gettysburg); other home-designed games are "LIGNY," "BATTLE OF KERNSTOWN" and "WWI."

-GETTYSNEWS, my own Diplomacy and quarrelling magazine, bi-weekly, in French, carries games of "SACRED RHINO" and "DALLAWA I" variants. US \$6. a year. My address is Ave. de Tervuren 415, B-1180 Bruxelles.

-HASPETIN, a Diplomacy magazine published by a Marc Fishback, said to be living in the SHAPE/NATO quarters. No other information available.

-SARISSA, miniature figurines wargaming magazine of the Ancient Battlegamers Club, in Dutch, by Kris Doms, Edegense Steenweg 77, B-2550 Kontich-Antwerpen.

2. CLUBS: Four clubs are presently active:

-Ancient Battlegamers Club, see SARISSA above.

-Club des Ludophiles, c/o Serneels, Avenue de la Tolson d'Or, B-1050 Bruxelles.

-Gettysburg Co-Sim Club, see GETTYSBURG above.

-International Wargames Group, see AIDE DE CAMP above.

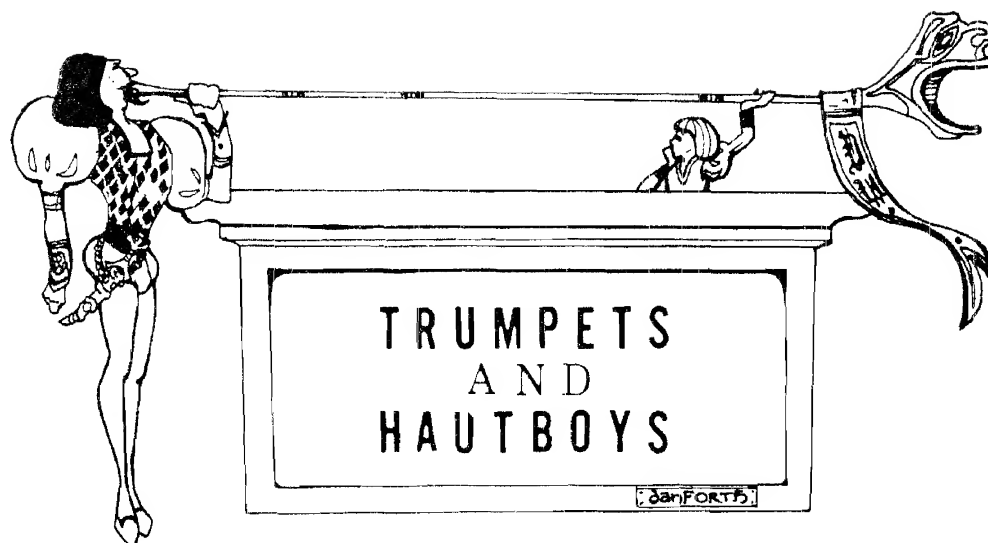
3. CONVENTIONS: The ABC, IWC and GETTYSBURG each hold an annual international convention with the help of the other two groups. This year's schedule was:

-GETTYSBURG: Bruxelles (Anderlecht), April 1-3.

-IWC: Tervuren, August 6 and 7.

-ABC: Sint Niklaas, Sept. 3 (preceded by a two-week games and figurines exhibition).

((Michel Liesnard is a regular contributor to DW. Europe's longest-active Diplomacy publisher, he is a phenomenally active gamer, and also - in common with many Europeans - writes English better than most native speakers. When Michel volunteered to write this column, it was with the stipulation that the editor of DW "clean up the English." Except for typos, I haven't bothered; rather, I've learned a few things from Michel instead!))



1. The Custodianship of the Boardman Numbers will, by the time you read this, have passed to the hands of Cal White, 1 Turnberry Ave., Toronto, Ontario, Canada M6N 1P6. For future numbers for regular games, apply to Cal, and please include \$1.00 as a voluntary contribution to the cost of maintaining the numbers. Cal will take over publication of EVERYTHING..., the statistics magazine for regular games.

This change of BNC marks the first time that any hobby-wide numbering system has ever been headquartered outside the United States. It's about time our Canadian friends, too long relegated to "weak sister" positions in the hobby, got something major north of the 49th Parallel.

The editor of DIPLOMACY WORLD, who first suggested Cal as a candidate to succeed Doug Beyerlein, has the fullest confidence in the new Custodian, and hopes that all hobby publishers will support him as he keeps the work going.

2. Jim Bumpas, 948 Loraine Ave., Los Altos, California 94022, is soliciting for a lawyers-only regular game to be played (we presume) in the pages of his LIBERTERREAN. The GM and all players must have graduated from law school. We wish Jim luck in filling this game, especially considering (1) That his restriction clause is defective on its face, in that in most jurisdictions it is entirely possible to be or become a lawyer without ever setting foot inside a law school, (2) In many jurisdictions mere graduation from law school does not entitle you to be called a 'lawyer,' (3) The English, Canadian and European legal systems are sufficiently different from that in the U.S. that in those places the phrase "graduated from law school" is nearly meaningless, and (4) Several of the most prominent postal players who are lawyers are no longer active in the hobby (Sid Coch-

ran, Brenton Ver Floeg, Eugene Prosnitz, Bob Ward).

3. Walt Buchanan's penchant for statistics leads to the following updated listing of postal Diplomacy 'zines which have passed the 100-issue mark:

A. GRAUSTARK	13 Aug. 1966
B. WILD 'N' WOOLY	Aug. 1967*
C. BROBDINGNAG	22 Aug. 1969*
D. BIG BROTHER	10 Sep. 1969*
E. DIPLOPHOBIA	13 Jul. 1972*
F. HOOSIER ARCH.	25 Nov. 1972
G. STAB	26 May 1973*
H. SHAAFT	30 Mar. 1974*
I. MOESHOESHOE	Jul. 1974*
J. COSTAGUANA	27 Jul. 1974
K. ADAG	17 May 1975
L. COURIER	12 Jul. 1975
M. RUNESTONE	12 Dec. 1975
N. THE POUCH	4 Mar. 1977
O. BOAST	10 Jul. 1977

Of these, only two - HOOSIER ARCHIVES and GRAUSTARK - have ever gone by the 200-issue mark. The oddest case of a magazine missing this list is EREHWON, which folded after issue 99!

An asterisk, *, indicates the magazine is now defunct.

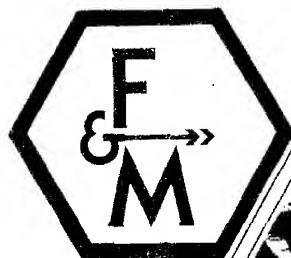
4. One of the most interesting - and massive - of the new 'zines is THE IMPERIUM, from Rob Markham, 63 North St., Danbury, CT 06810, USA. It's not confined to Diplomacy; it also discusses variants, Tunnels & Trolls, varied other games, and general hobby chat. Excellently printed (double spaced, single side! - for Rob's sake I hope that changes) and superbly written, this looks to be one of the up-and-coming leaders. Write for a sample, or join a game!

5. Another rather new magazine of top quality is THE NINTH CIRCLE, from David J. Bunke, 5512 Julmar Drive, Cincinnati, Ohio 45238,

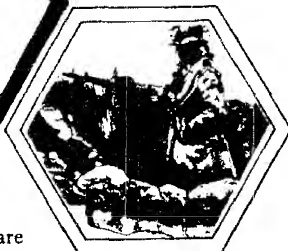
USA. Working with two associate editors, David devotes his magazine to wargames in general, with emphasis on Diplomacy and sci-fi games, and the result is handsome. One of the best mimeo jobs I've ever seen, and he has openings in regular Diplomacy and nine or ten other games; look into it, you'll be pleased.

6. Andy Cook, 807 Crescent Drive, Alexandria, VA 22302, USA, has a rather new 'zine called SUICIDE in which he has game openings, regular and variant and non-Dip, plus articles, letters, comment, etc. \$3.00 for ten issues, with a gamefee of \$2.00. When he started his magazine, Andy did something rather unusual; he sent out an advance flyer describing the thing, and soliciting expressions of interest. Most people just take the plunge; Andy had the maturity and sense to check things out first. That rates a warm nod of approval in my book....

7. DipCon 1978 will be held in Los Angeles, California (actually, the San Fernando valley suburbs north of L.A.) at the end of June. It will be incorporated with GLASC-III, and will center around the campus of California State University, Northridge. Somehow, the rumor got started that GLASC is a science-fiction convention; it is no such thing. The letters stand for Greater Los Angeles Simulations Convention, and it is entirely wargaming of the widest possible variety. 1977's convention had Diplomacy, Avalon-Hill classics, miniatures, D&D, T&T, and a huge host of others. 1978 will be even greater, it seems; the Diplomacy tournament will be run by Conrad von Metzke, and there will be a seminar (subject matter open for suggestions) on Diplomacy as well. There'll also be all the same stuff as last year, only more of it with better facilities. Plan now if you can to attend; it will be quite a show.



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THE MAILBOX FILLETH

EDITOR'S NOTE: Letters to the Editor of Diplomacy World are eagerly solicited, and will be printed as space permits. Brevity is preferred, though no formal restriction on length is made. The Editor must reserve the right to edit any letter, or to decline to print an item if judgment forbids. Items of general hobby interest will of course be given space preference. All letters must be signed, though anonymity will be granted on request.

Dear Diplomacy World,

I have been playing Diplomacy for 3 years and am interested in digging into PBM Diplomacy. Please print an article explaining how to go about getting a good game and understanding the rating systems, etc.

More confused than ever....

((We're not sure it would be possible to write such an article - there are no pat answers or guarantees about "getting a good game" - but it would certainly be worth trying. Now all we need is someone to write it - volunteers? As to rating systems, see this issue's effort for our first efforts in that direction.))

Editor,

I feel a little gypped, finding out that there are no game openings in DW. It's kind of like sending to those ads in the magazines found on Times Square; you are then sent through a series of addresses to finally be offered some pictures to buy. Whoopee! Something could be done. You are engaging in false advertising in places like The General (may lightning strike you down). Good thing you're not in Pennsylvania or New York. How about some openings and

not just referrals?

((We do have one Demonstration Game, but of course that's not really what you mean, it is? The problem is our schedule. A quarterly magazine simply doesn't appear frequently enough to make running games practical. To have them run by us, separated from DW but associated with it, would require more time than any of the staff is able to devote to this hobby. About the best we can do here, and still stay afloat, is clean up the wording of our various ads - we didn't think there was a problem, frankly, but then in all honesty it really hadn't occurred to us to think about it at all. So that much we can do, but we sorely fear that's about our limit.))

Editor,

I definitely agree with Ken St.Andre ((see Issue 16, page 12)) that there should be more extensive variant coverage! A variant demo game, variant publishers' list, and even variant strategy/tactics would be welcome additions.

Editor,

...I am not interested in variants. I think that most players are not. Variants get too much space in your magazine. The average player gets the most enjoyment from strategy articles and demo games.

((The preceding pair of notes reflects a sharp division of opinion in this hobby - the only really major division that our response forms turned up. Variants are either very popular or very unpopular; there is little middle ground. As it stands now, about half our readers seem fond of variants, and about half detest them; because of the rather light response to the last form, we're going to wait until the results of this issue's form are in before deciding just what to do with the variant columns. One thing is sure; if the readers vote in any disproportion for one side or the other, our editorial policies will reflect the majority.))

Dear Conrad,

I realize that we are giving up Walt's aura of solidity and conscientiousness, yet I for one relish the traces of lighthearted irreverence. Congratulations most of all on signing up Liz Danforth as Art Editor.

((Yes, I must admit that snaring Liz for this staff was a stroke of pure genius....))

Dear Mr. von Metzke,

I am a newcomer to postal Diplomacy circles and recently sent for a number of sample 'zines. One of them was GRAUSTARK, published by John Boardman. Though I may not yet know much about Diplomacy, I do know about war and Vietnam. I would therefore like to publicly denounce Mr.

Boardman and his magazine:

Mr. Boardman: Your Imperial Diary has no right to be a part of the hobby world. What do your political views have to do with war-games, Diplomacy, or hobby magazines? You have obviously been inking the type too long. In other words, take a long walk on a short pier (do not submit retreats or adjustments)!!!!

As a four-year Air Force veteran, Vietnam, I do not speak in haste. I lost many friends there, all YOUNG men. And many more fared even less well, and came home with wounds that will last a lifetime.

I ask you to print part, or all, of this in DW, in the name of equal time, fair play, free speech, and all that. I know Mr. Boardman would never give it that courtesy. Along with war-mongering goes intolerance. With your large circulation, you have a responsibility to stop this kind of editorializing. It can only hurt everyone concerned.

Sincerely, Alan R. Moon

((The postal Diplomacy hobby has had the tradition, ever since its beginning - which follows, since the hobby was founded by John Boardman - that the fanzines may and do print virtually anything they wish, according to the editor's whims. Dr. Boardman's particular fancy seems to be what to many of us is eccentric political dialectic. Other 'zines go in for social comment, music, D&D, family news, pornography and/or the seal hunts in Newfoundland. Whether there should be some sort of control on this sort of stuff is an open question, but it seems to be a fact that the only effective control available is simply to have those people who object to a particular editor's whims, avoid that editor's product.

((Many hobby old-timers will recall that the same issue raised here by Mr. Moon has been put forth several times in the past, in one way or another, by many of the hobby famous and infamous: Charles Reinsel, Rod Walker, Brenton Ver Ploeg, Conrad von Metzke, Robert Ward...and others too numerous to mention. The first of these controversies, Mr. Reinsel's, arose twelve years ago, in 1965, and involved Boardman's use of slogan stickers on the exterior of his mail. At the time, and since, nobody seriously held that Dr. Boardman could be made to stop what he was doing, only that counter-positions could and should be aired.

((DIPLOMACY WORLD takes no position on this matter.))

Editor,

While suffering through a dull D&D expedition at Mike Rocamora's, I espied DW 16 and, being desirous of sleep, perused Mark Berch's "Growing too Fast," and found it a brilliant exposition of the obscure philosophic point that the more centers one has, the better one's

chances of winning are. Bravo! Mark Berch has proven himself the equal of any of DW's brilliant and courageous tactical writers.

Robert Bryan Lipton

((Ah, but you've obviously missed the entire point of the article, Bob; namely, the implied reverse, that the fewer centers one has, the poorer one's chances. Tsk.))

Editor,

I am a fairly new subscriber; this is the third issue I've received. My primary complaint is that DW has little to offer me.

I have played Diplomacy on a regular basis for about seven years. I have never been in a postal game, however. I subscribed to DW in the hope of finding out how postal Diplomacy operates, on the assumption that I might want to participate in a postal game.

Unfortunately, what I found in DW was a world of abbreviations and no explanation of what they stand for. In short, DW needs a column or regular feature targeted to the person who has never played postal Diplomacy and is interested in learning about it.

If DW is to continue, and especially if it and postal Diplomacy are going to grow, you must make a conscious effort to educate and attract new players.

((We would deeply appreciate hearing from the author of this letter again. Specifically, what about this issue is unintelligible or confusing? We think you have a valid point, and we'd like some feedback - from you and any others who may be interested - on just what you want corrected or explained. The Demonstration Game is no problem, but what other items strike you? Keep in mind that we who edit and publish DW may be too jaded to see the flaws; we're all long-time activists, intimately acquainted with the game and all aspects of the hobby. What to you may be an unintelligible abbreviation may be to us an ordinary, everyday term. So, if you'll give us some specifics on what to work on, we'll get to work. ((Now - anybody care to handle such a regular feature for these pages?))

Editor,

The questions Doug Beyerlein asks about U.S. Diplomacy in his article (DW 4/1) are surely answered by the one by Larry Peery concerning "A Professional Education for Diplomacy Players." Please tell me if I'm wrong, but it does seem as if Dippy is not a game on your side of the Pond, but rather a business. Obviously I know very little of the Yankee scene, but maybe I could give you my idea of the English (U.K.) 'way' of the hobby.

Firstly, and probably most importantly, there is the question of distances. Of the

twenty-nine U.K. magazines running Dippy games, nineteen are within London or less than an hour's drive away. Of the rest, all but the two editors living in Scotland could be in London with less than four hours' driving. Thus any comparison between the U.K. and the U.S. or Canada cannot work. Why do I mention London? Well, the hobby here is really a London-based one, which is spreading slowly - so maybe any comparisons should be with New York.

Because of the closeness of active players, the hobby is as much a social club as a games club. Could that be said of the U.S.? Thus, we see each other a number of times a year, and contact is 'live.' Also, the postal hobby is as much a telephone hobby in many cases, or else negotiating is done face-to-face!

Another thing, as I pointed out above, is the 'game-attitude' of the players, which I think is inherent in the 'British Way Of Life' - the 'playing fields of Eton' and all that - which is to be expected of the social background of the hobby membership.

Nobody dominates the hobby here. Most editors are individualists, and whilst in general supporting the NGC (despite anything you may hear to the contrary) are completely independent. For instance, the NGC magazine DOLCHSTOSS is very much an independent, and takes its editor's line despite the NGC, though naturally most views are co-incident.

May I finish up by saying that the idea of SRTFD and NSP ((cf. Larry Peery's article in EW 4/1)) is laughable to me, and anyone promoting such a scheme in the U.K. would, frankly, be taken as a big joke. Okay, the occasional strategy article is a bit of a laugh and provides a brief talking point, but anyone with a grain of common sense could work out any such things for themselves and, rather than invest a fortune in 'seminar programs,' would be far better advised just to talk with others about the game, and invest all hard-earned cash on more letters, which is more likely to bring any desired result than a whole library full of books.

Tony Crouch

((Tony lives in London, in case you hadn't guessed.

((Americans - and I mean the U.S. type; the Canadians seem to be somewhat closer to the U.K. attitude - do take things far more seriously and 'professionally.' Probably the American penchant for winning at all cost, versus the British playing the game right.

((But, Tony, I gather that the deadly-serious attitude is slowly seeping in on you. Is this true? Are we slowly Americanizing you, or are you already that way but just take longer to show it?))

Dear Avalon-Hill,

I have one suggestion to improve an already-

marvelous game ((Diplomacy)). In order to make the Adjustment Period go more smoothly, cards, representing each of the thirty-four supply centers, could be issued to the great powers that control them. These cards would then serve as a proof of control throughout the game, and thus eliminate the need to keep any kind of running tally of control and all that that entails.

I've taken the liberty of designing my own supply center cards. ((The sample enclosed with the letter is approx. 2x3 inches, rectangular, and consists in: a top-edge color stripe corresponding to the color of the pieces for that country (grey for neutral centers); a reproduction of the supply center (picture) taken from the mapboard; and the name of the center lettered across the bottom of the card.)) I've also plastic-coated my cards so that they will last until such a time as you might make some, perhaps as a supplement to the game available through you. Thanks for your time,

Tom Nielsen

12712 Izard

Omaha, NB 68154, USA

((For those familiar with Monopoly, the cards envisioned by Mr. Nielsen roughly resemble the deed cards for the various properties provided for that game.

((Obviously there's no need for such cards for postal games, but both Avalon-Hill and your DW editors would appreciate any and all comments on whether this would be a worthwhile addition to the game set for face-to-face use. All comments, whether printed here or not, will be forwarded to Avalon-Hill for their consideration. Personally, we've always found that the position of units in Diplomacy is almost always sufficient to count and assign centers; but there are times when these cards might help, particularly with newcomers or in tournament situations.))

Dear Editor,

Since you have invited "any and all comments, of whatever length," please indulge me as I let off some steam.

First I'd like to compliment you on a very good start under new management. No. 16 is an excellent magazine, and the fact that the cover did not feature some particular player or players is a big improvement. The tendency to spend a lot of space on certain players, games-masters, etc., is undesirable because of the limited number of people who know or care about them.

This can be readily seen in the habit of the Demonstration Game analysts to constantly refer to the players by name rather than by country. In articles on bridge or chess, even where big stars are involved, the writer doesn't burden us with names when it comes to the analysis. In

chess it's 'black' and 'white,' in bridge 'north,' 'south,' 'east' and 'west.' It's not because the reader is too stupid to remember who's in what position, but because his attention should be focused on the technical points involved.

Again in this vein, you seem to consider that the 'diplomacy world' consists largely of postal Diplomacy. The mere fact that it's a matter of years just to finish one of those games can only mean that there must be scores of f-t-f games for every plm game played, and that as the hobby expands the f-t-f phase of it will certainly make up the bulk of the growth, with telephone games another possibility as a big gainer. If the 'zine publishers are unhappy about this, it's just too bad.

Now before I go rambling on, I should make clear that, living in Japan, I know nothing about what's going on in Diplomacy elsewhere except for what I learn from magazines like yours and from correspondence with other players. But I do know about the table game that is both the world's most popular and best-organized - contract bridge. And in comparing the two I'd like to take violent exception to the remarks made by Greg Costikyan in his "No Tactics Articles." ((DW 15)) They're a classic example of thinking small.

Only organization can promote the game, along with the publicity that organization can provide. Messrs. Doyle and Spiegel in their "Diplomacy and Chess" article in No. 15 were 110% right (10% for the part they left unsaid). Whatever failures there have been in the past should be written off as growing pains, and the effort pushed ever more vigorously. People who would rather quarrel than co-operate should be eased into the wings, and those who can work together given the stage.

Feuds themselves are no cause for despair. Bridge gained immeasurably from the famous Leno-Culbertson feud of the early 'thirties. And chess certainly got a big lift out of Bobby Fischer's feuds with almost everybody in sight. In bridge, practically every big name in the game is an egomaniac of one kind or another - it's virtually a necessity if you really want to get to the top. Nice guys who are also champions are as rare in bridge as in most other fields. But the reason that these conflicting super-egos don't tear the game apart is the cement provided by a strong organization.

In the U.S., the ACBL (American Contract Bridge League) provides a tournament schedule embracing every city and town in the country with everything from weekly club games of four or five tables (16-20 players) to national championships in big hotels with thousands of players in attendance. Beyond that, the World Bridge Federation sponsors a world championship based on regional zones every year and a 'bridge Olympiad' every four years. This is the kind of thing Diplomacy should aim at too, not in a year or two of course, but in ten or twenty. Think big, gentlemen, think big!

The biggest attraction for the ACBL's 250,000 members is the rating system they use, so many points for placing in any game held under league auspices, the bigger and more important the tourney, the more 'master points' received, accumulated on a lifetime basis.

Both of these features should be copied by Diplomacy: organized play under licensed game directors on various levels from weekly club games up to international championships; and a rating system based on both f-t-f and postal play with various levels of 'masters' based on points accumulated, with these ratings published regularly.

Aside from the popular appeal of a comprehensive rating system, a big benefit would be the grouping of players according to ability. It's no fun to get into a postal game and find yourself allied to some turkey whose idea of attacking is *don-foh*, followed by *foh-dal*,

while somebody else is walking into Munich. The AFEA rating idea of Avalon-Hill is similar, to match opponents of roughly equal ability, and it's been a big step in promoting postal wargaming.

As the game picks up in popularity it will become financially sound enough to support professionals. Bridge has thousands of them all over the world, executives, directors, teachers, writers and players. The professional player is a parasite, but the rest are the mainstay of the game. At least a cadre of dedicated pros is essential, and of course they have to co-operate rather than pull every which way.

You may think I'm making too much of this comparison of two seemingly quite dissimilar games, but in their basis of appeal I find them quite similar. Both are a mixture of technical skill and psychological play, with a social element of player interaction that in most other card or board games of 'adult' level. In addition, in bridge if your partner has just made an atrocious play that the declarer has taken brilliant advantage of to land his contract, all you can do is wish you were playing with the other player rather than with the rabbit sitting across the table from you. In Diplomacy, you can do just that, dump your partner and pick another any time you like!

Costikyan's remarks about articles on tactics also struck a raw nerve. Having been practically weaned on tactical articles on bridge, chess, shogi, and any number of wargames, I find a statement like, "tactics articles are one of God's most boring creations" sheer blasphemy. The man should be boiled in oil...at least! Seriously, however, I find those articles fascinating reading if the writer is at all competent. I've been playing the game some three years now, but I don't pretend to have discovered every tactical subtlety built into it. Perhaps after the time Costikyan has put into the game I'll be as bored with its tactics as he, but I doubt it. The point, however, is that players of such vast ex-

perience are few and far between. It's the interested beginner and the player of middling ability who should be aimed at. The experts should write the articles, not read them.

In one of your issues somebody said diplomacy came first, strategy second and tactics third, and in a game where the all-around standard is high that's undoubtedly true. But I have never been in a game where every other player was really good, and I doubt if many of your readers have either. As one of bridge's greatest writers, S.J. Simon, once said, "Most opposition is weak."

I'll never forget one f-t-f game where a girl who had played the game only a few months but had made studies of the tactics, was playing Austria. I was Germany and stayed out of the south completely. Her three other neighbors had about the same playing experience as she, but only a shallow idea of tactics. They all attacked her, but she deftly beat off their ill-co-ordinated thrusts and expanded one center at a time until she was strong enough to crush them. It was like a lion beating off a pack of jackals, a beautiful thing to watch.

I won't say that this can be done with regularity - diplomacy is essential to winning - but I have found that players who find themselves down to one or two centers after a couple of years have been guilty of grievous tactical errors at least as often as of poor diplomacy.

To change the metaphor, a bowler knows that he needs more than a strike ball to win. He also has to learn to pick up the spares, even when they're on the 'wrong' side of the alley. In Diplomacy, this means tactics after diplomacy has failed to produce the desired result.

I recall a series of articles in GAMES AND PUZZLES magazine by Allan B. Calhamer called, "Can This Monarchy Be Saved?" on the subject of playing out of the rough. I wish, Mr. Costikyan's opinions notwithstanding, that you'd start up a regular column of this nature - something similar to the "How do you bid this hand?" articles in bridge, or "It's your move" in chess. It can be made even more interesting by polling several leading players and comparing their reactions.

Another excellent type of 'popular' article (i.e. one aimed at the average player) is the series now appearing in GAMES AND PUZZLES by Richard Sharp.

I have a great deal of trouble finding players here in Tokyo, and generally the only recourse is to teach new ones. I'm sure many others have had the same experience. I've consistently run into two major difficulties, both of which you could help in solving.

One is that the game requires exactly seven players. There is a crying need for a group of 'standard variants,' all thoroughly tested for play balance, for five, six, eight and nine players respectively. All should conform to

the present rules (no garrisoned neutrals, no double centers, no army/fleets, no air forces, etc.), and if possible, all should be based on more or less real historical situations.

Some possibilities include:

1935: Eng/Fra/Ger/Ita/Rus

1795: Eng/Fra/Pru/Rus/Aus/(Tur)

1725: Eng/Fra/Rus/Aus/Tur

17th Cent: Eng/Fra/Spa/(Rus)/Aus/Tur/
Pol/Swe/Hol

16th Cent: Eng/Fra/Spa/Aus/Tur/Pol

Each variant should be attractively printed on heavy paper of the same size as the regular board, and included in the set as sold, along with the extra pieces necessary. Orange and brown are obvious choices for the eighth and ninth countries. Ideally the board should have a plastic framework with either screws or clamps to hold the maps in place.

My second gripe is that the present map is poorly designed. As a visual aid to beginners, it's a liability rather than an asset. The physical relief features are no help at all, and certain facets of play should be made more obvious. The land areas should all be different colors, with the seas also in varied shades of blue. Switzerland should be black or dark gray to emphasize its 'impassable' status. (Beginners almost invariably overlook that word.) Also, the fact that Den-Ber and Spa-Naf are impossible moves should be emphasized with arrows connecting Mid with Wes and Kie with Bal. Finally, the fact that these abbreviations don't agree with some of yours is a problem. Why didn't anyone ever think of putting standard abbreviations right on the board and end the confusion once and for all?

Another small help for beginners would be small counters to show who owns what centers. It's a playing aid that anyone can make, but homemade ones look just that, homemade.

Older players resist these changes for no better reason than inertia. They want what they're used to, and Avalon-Hill was careful not to make any basic changes when they took over, but I think they were mistaken. Old players don't need to be catered to; new ones do.

Yours, Thomas D. Butcher
New Hiroo Hts. 207
Hiroo 5-8-15, Shibuya-Ku
Tokyo, Japan

((A lot of letter, but well worth printing in full. We'll let the readers comment on Mr. Butcher's ideas on organization and tactics before we editors join the bandwagon. ((As to the changes/additions/corrections Mr. Butcher offers for the game set, I doubt it very much if the old-time players would object at all. The real considerations would be economic feasibility; Avalon-Hill has already had to change its map once to correct a mistake they made, so would the sales warrant

doing it a third time to add niceties? I have a suspicion that adding clamp holders and several variant maps would hike the cost up above the prohibitive level, but maybe they could be arranged as optional special-order items.

((Standard abbreviations? Agreed. The state of confusion is such that the ones used in the DW Demo Game are not the same ones that DW's editor uses in his own fanzine; further, in typing Mr. Butcher's letter for this issue, the editor also inadvertently changed the abbreviations Mr. Butcher used to the editor's own versions; such ingrained habits we have! ((Thank you, Mr. Butcher, for all the time and effort you put into your letter. Now whom do we recruit to edit the tactics column?))

AN OPEN LETTER FROM THE ART EDITOR:

Greetings and hi, all. My name, in case you haven't been paying attention, is Liz Danforth, and I need you all (you won't get a statement from me like that every day, folks).

Diplomacy, its variants and cousins, and all the FRP games are delights of wit, intelligence, and imagination. Assuming you possess any or all of the above, I do need you. I need ideas. (Not that I haven't got a couple of my own, but I intend to see DW contain more than stick figures put into blank spaces as fillers.) To do the job regularly, and keep you enter-

tained in the process, I especially need ideas for covers. Last issue's was thanks to your editor, Herr von Metzke, who (for those who've never met him) is even taller and lankier than that fellow in the black frock coat. Phoenix Diplomacy mogul Jim "Bear" Peters (TRICERATOPS) has suggested another, and I've a potential one of my own.

But I'm greedy. I want more, much more. That's where you come in. I want a choice, and I want inspiration. What happened at last Friday's game? What classic stab occurred? What upside slashing happened? What point of view does that new variant that you're working on have? What have you always wanted to see illustrated?

Write me, and tell me. If I like it, I'll draw it up and send it to Conrad. If I don't like it, you just won't happen to see it, or you might see something similar. If the inspiration is from you, we'll find a way to credit you. For that matter, if you draw, send me the completed piece to take a look at. The more variety, the better. And what doesn't go on the cover is nevertheless possible for inside. No telling.

But I need you to get it started. Yes, YOU, hiding in the corner.... Drop me a postcard, a letter, a pigeon (no bombs, please). It's the best alliance you'll ever make.

Liz Danforth
1010 W. University, No. 2
Tempe, AZ 85281, U.S.A.

...Creating Outposts For The Wargaming Frontier

OUTPOSTS magazine offers its readers play technique articles on all publishers' board wargames; PBM "how to" articles with PBM sheets; additional wargame units and scenarios; general hobby news; an active "Want Ads" feature; game reviews; contests with prizes; membership in dozens of wargame PBM leagues with opponent locating services; photos, graphics, cartography, and artwork second to none; and much more. Send \$1.50 for a copy of the current issue of OUTPOSTS or send for our free brochure. CSS/Mike Stephens, 2 Desmond Run, Sicklerville, NJ 08081

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((The Editor should like to add to Ms. Danforth's plaint that she's entirely serious; we do want you. You might save some time, however, if you keep in mind that there are two rough limitations on what we'll use: In general, we prefer to avoid material which specifically refers to a given hobby personality, on the grounds that such things are too often meaningless to the many readers who don't know the person caricatured. And there is a standard sort of limitation concerning good taste; without descending to guidelines of morality, let's just say that certain obvious things, like obscenity, racial slur, and that sort of thing are absolutely taboo. Otherwise - LET LIZ HEAR FROM YOU NOW!))

The following is a list of all known publishers, arranged in chronological order according to length of time publishing, who have regular game openings in North America. If interested, send any of them a SSAE and ask for a sample copy of their magazine; that way you'll get an idea of which publications most interest you. The bracketed figure is the number of years each person has been "in business." An asterisk (*) denotes at least one break of 3 months or longer during this period.

NEED A GAME?

1. John Boardman, 234 E. 19th St., Brooklyn, New York 11226 (14)
2. Herb Barents, RR 4, 1142 S. 96th Ave., Zeeland, Michigan 49464 (6)
3. Jim Benes, 417 S. Stough, Hinsdale, Illinois 60521 (5)
4. John Leeder, 1121 5th St. N.W., Calgary, Alta., Canada T2M 3B6 (5)
5. Don Horton, 16 Jordan Ct., Sacramento, California 95826 (4½)
6. Robert Lipton, 556 Green Place, Woodmere, New York 11598 (4)
7. John Mirassou, Rt. 2, Box 623-AC, Morgan Hill, California 95037 (3½*)
8. Jim Bumpas, 948 Loraine Ave., Los Altos, California 94022 (3½)
9. Flying Buffalo, Inc., P.O. Box 1467, Scottsdale, Arizona 85252 (3)
10. Gil Neiger, Box 4293, Brown Univ., Providence, Rhode Island 02912 (3)
11. Randolph Smyth, 249 First Ave., Ottawa, Ont., Canada K1S 2G5 (3)
12. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (3)
13. Bob Hartwig, 5030 N. 109th St., Longmont, Colorado 80501 (3)
14. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (3)
15. David Head, P.O. Box 1231, Huntsville, Ont., Canada POA 1K0 (2½)
16. Laurence Gillespie, 23 Robert Allen Dr., Halifax, N.S., Canada B3M 3G9 (2½)
17. Russell Fox, 5160 Donna Ave., Tarzana, California 91356 (2½)
18. Ben Grossman, 29 E. 9th St., Apt. 9, New York, New York 10003 (2)
19. Cal White, 1 Turnberry Ave., Toronto, Ont., Canada M6N 1P6 (2)
20. Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590 (2)
21. Dennis Agosta, 16 S. Wilber St., Belleville, New Jersey 07109 (1½)
22. John Malay, c/o Chatham Arts, 12 Commerce St., Chatham, New Jersey 07928 (1½)
23. Alan Rowland, 52 Eighth Ave., Westwood, New Jersey 07675 (1½)
24. Donald Wileman, 98 Sanderling Cresc., Lindsay, Ont., Canada K9V 4N2 (1)
25. Clifford Mann II, 823 Marcy Ave., Apt. 101, Oxon Hill, Maryland 20021 (1)
26. Dick Trtek, 2728 S.E. Main, Apt. 1, Portland, Oregon 97214 (½)
27. Jim Peters, 5004 N. 68th Dr., Glendale, Arizona 85303 (½)
28. Steve Heinowski, 1630 W. 28th St., Lorain, Ohio 44052 (new)
29. David Bunke, 5512 Julmar Dr., Cincinnati, Ohio 45238 (new)
30. Robert Markham, 63 North St., Danbury, Connecticut 06810 (new)
31. George Parkanyi, 158-B MacArthur Ave., Apt. 1608, Vanier, Ont., Canada K1L 8C9 (new)
32. Andy Cook, 807 Crescent Dr., Alexandria, Virginia 22302 (new)
33. Thomas Gould, 40 West 77th St., New York, New York 10024 (new)
34. Jerry Jones, 1854 Wagner St., Pasadena, California 91107 (new)
35. Kent Godwin, c/o Adiana 'Zine Co., 229 Summit Ave., Suite 1, San Rafael, California 94901 (new)

DISCLAIMER AND SUCH ROT: DIPLOMACY WORLD makes every possible effort to screen listings for this column to exclude known rip-off artists or poor risks. To the best of our ability to determine, the above people are not so categorized. If, however, you feel that DW's attention needs to be drawn to any of our listings, we ask that you advise us in as much detail as possible. DW must emphasize that it can take no responsibility for errors or for the actions of the gamesmasters listed. Similarly, it must be understood that Avalon-Hill Game Co., manufacturers of Diplomacy and owners of the copyright, are in no way responsible for these listings or for any sins of omission or commission by DIPLOMACY WORLD.

So much for the bad news. The good news is that most Diplomacy publishers are honest and reasonably reliable, and the hobby has over the years been fairly successful in dealing with the few clunkers who are not so. Therefore, please take this notice as a case of DIPLOMACY WORLD protecting itself under the law, and not as an attempt to discourage anybody from anything.

NEW GAMES AND THINGS

CAESAR

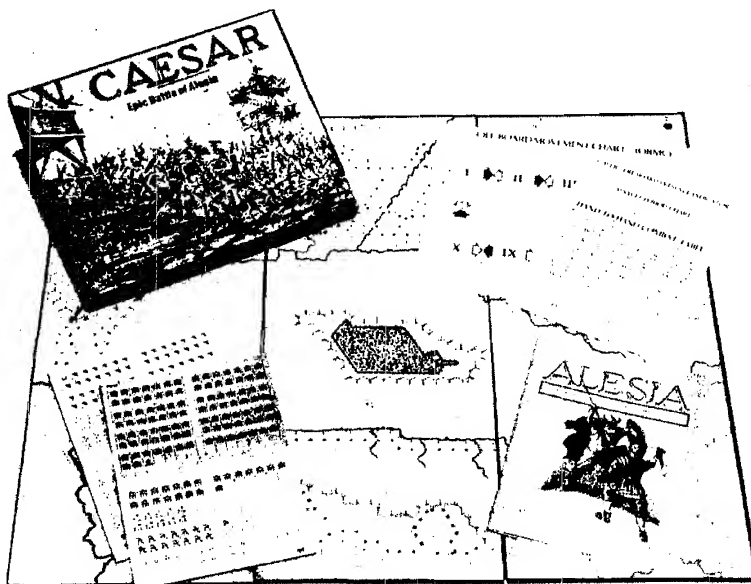
The Epic Battle of Alesia

It is rare that a game can come back to the marketplace after a six year absence—even an "amateur" game. But such is the case with Dr. Robert Bradley's *ALESIA* which is now available in its first professional printing. Back in 1970 Bradley produced 200 crude, mimeographed copies and sold them immediately by hitting the summer convention tour. Bradley, an archeologist, then disappeared from the wargaming scene to continue his doctoral thesis but word-of-mouth advertising and a few stray copies which prompted rave reviews in such hobby journals as *S&T* had created a large demand for the then unavailable game. No more was heard of *ALESIA* until 1973 when a new company, Thesis Games, announced that it would head a list of five new titles they would *soon* offer. "Soon" never materialized and three years later Thesis still had 150 orders for *ALESIA* from gamers who refused refunds—they'd wait for the game no matter how long it took! Avalon Hill, which had fruitlessly pursued the rights to this game for four years, was finally able to purchase the game from Thesis last fall. Bradley and Don Greenwood have spent the past 9 months refining and updating the design techniques of the original game and are now pleased to announce that those 150 diehards will soon be getting their copies in the mail and *ALESIA* (now *CAESAR*) is once again available to the public.

CAESAR is set in 51 B.C. during the Gallic Wars. Caesar had fought a series of indecisive battles with the Gauls under Vercingetorix, who although outnumbering the Romans 2-1 had gotten the worse of the exchanges. Vercingetorix decided to take refuge in the city of Alesia and sent his cavalry out of the city to raise a relieving force from the rest of Gaul. Caesar, refusing to attack a fortified city, invested Alesia and prepared for a siege by erecting 25 miles of fortifications around the town—facing in *both* directions! Thus when the relieving force arrived, a quarter of a million strong, Caesar found himself outnumbered 6-1 and manning the walls of a tactical "doughnut". Faced by an expanding inner ring of 100,000 moved to fanaticism by near starvation and a contracting outer ring of 250,000 determined Gauls, Caesar was in the worst conceivable battle position. The two day battle which followed was among the most desperate and gory of recorded history. It is a game of siege and assault which defies belief and is not to be missed by anyone—be he an admirer or detractor of the ancient period.

The game is split into two Assault Periods of 12 turns each representing the two days of the battle. The Roman defends his system of ramparts and fortifications with ten legions represented by 100 cohort counters plus 52 auxiliary units representing Germanic cavalry, Balearic slingers, Numidian archers and Light Infantry. Twenty-three forts provide missile engines to further augment the Roman defenses. Roman leader units have special combat capabilities which can save the day in crucial battles.

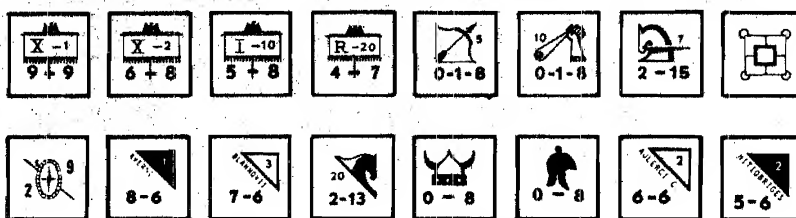
The Gallic player has 210 combat units each representing roughly 1600 men. The main Gallic advantage is off-board movement. The Roman, not knowing exactly where the main Gallic effort will come, must defend his entire perimeter while the Gaul may concentrate for



one overwhelming attack or stage several feints to draw a Roman reaction before committing his main force. Thus outnumbered and forced to defend all avenues of approach, the Roman has only his fortifications and the discipline of the Roman legion to save the day.

CAESAR is one of the few conventional wargames which has arrangements for, and plays equally well with, 2, 3, or 4 players in addition to being quite a challenging solitaire proposition.

CAESAR comes boxed with a full color, 28" x 33" mapboard and 400 unit counters. Rated Intermediate II on the Avalon Hill Complexity Scale, *CAESAR* has an average playing time of 4-5 hours. Due to the great expense of this large and unusually shaped board, *CAESAR* sells for \$12.00 plus the usual postage charges. Maryland residents add 4% State Sales Tax.



COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1 1/2" x 2 1/4" compartments 3/8" deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two

trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for \$3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 4% state sales tax.

Avalon Hill Game Company,
4517 Harford Rd., Baltimore, MD 21214.